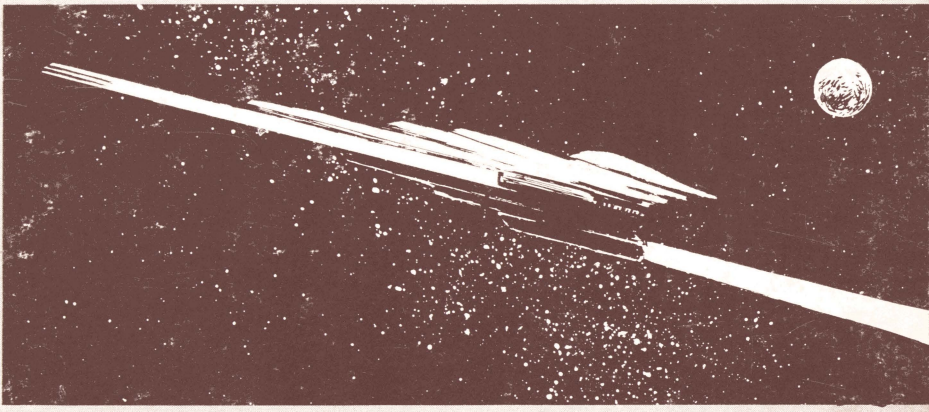
Action Aboard

ADVENTURES ON THE KING RICHARD

By Bill Paley



Approved For Use With

TRAVELLER™

Science-Fiction Adventure in the Far Future

Action Aboard

ADVENTURES ON THE KING RICHARD

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Welcome aboard the 'King Richard', pride of the PEL fleet. After you pass through the security checks at the starport, you exit your shuttle and meet your steward. The friendly faces of the crew members only add to the excitement as you realize that you are aboard the most luxurious vessel in Imperial space.

ACTION ABOARD contains the discussion and descriptions of many interesting people who will be found aboard the ship, and a very extensive list of possible situations in which the vessel may find itself. These are given to maximize the variability in which referees might make use of the liner. Some of these will be fleshed out completely, while others will only be discussed in outline form, permitting referees to personalize these actions.

Problems, comments, and/or discussion should be addressed to the author c/o FASA, P. O. Box 6930, Chicago, Illinois 60680. Good luck and good gaming.

This adventure is dedicated to FASA for giving me a chance and Marc Miller for making it possible.

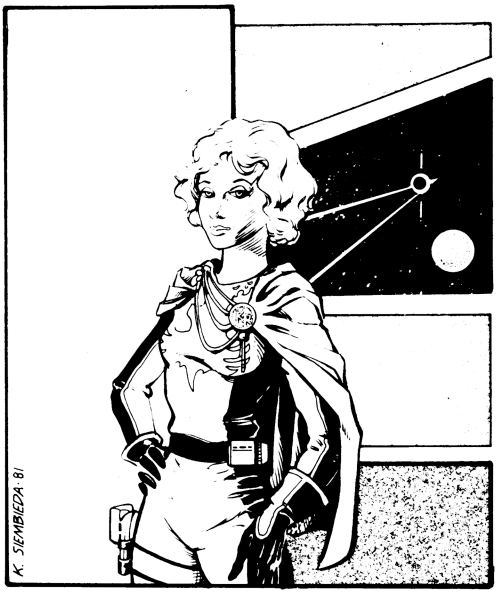
Arrival of the King Richard is an occasion of celebration for all but the most blase' of the inner systems. The entire defense fleet parades for the incoming liner, and all of the planet's transportation facilities are open for the touring dignitaries. Shipyards halt all other work, in order to quickly and efficiently refit and repair her, and first-rate hopefuls vie for a chance at a crew position. Often, the planet's leaders will travel with the liner to its next port-of-call, enjoying a vacation of their own.

At the same time, Imperial, subsector, and planetary, security forces mobilize on the planet. Anti-pirate patrols are stepped up. Anti-terrorist raids occur. Scanners observe all persons aboard all vessels scheduled to dock with the Richard. Unless given written permission by PEL or by Imperial Security Services, no weapons enter the ship. (Of course there is always a chance of smuggling a body pistol...).

PEL has long maintained that the crew is the best trained, for its mission, in known space. What PEL doesn't say, is that at least a few crewmen leave the ship at every port, for one reason or another. Thus, only 50-60% of the crew, at any given time, has actually undergone PEL's intensive training, which is steeped in psychological testing and loyalty indoctrination. Most of the rest who join up have fine skills and basic morality, but, among the crew, persons of a darker nature are sometimes found. Whenever this occurs, these men are quickly and quietly expelled.

PEL'S top officers and security rovers are all graduates of this intensive PEL course of study and are the best in their respective fields:

I) Captain Ilana Iiree 784DE9 Age-42
Computer-I Navigation-2 Jack O'Trades-3
Vacc Suit-I Steward-2 Pilot-2



As an extremely loyal officer, the company, as a gift, gave Iiree a membership in the Traveller's Aid Society when she took the position of Captain. This post will be hers for a total of twelve years; she is currently completing her fourth year. She is constantly seen prowling around, checking odd mechanisms and observing the crew, to insure high quality service. Being totally uninterested in a relationship with anything but this ship, she will be aloof and demanding, requiring a high calibre of workmanship.

Financially, Iiree will be immune to bribery attempts. Each year that she is captain will equal three years of payoff for her own free trader when she retires. It is not to her advantage to lose her post for something so trivial.

2) Chief Navigator Lieutenant Commander J. D. Turco,
Imperial Navy , retired A739A6 Age-36
Navigator-4 Pilot-I Ship Tactics-I

After a poor showing in flight school, Turco hit the books and became one of the top navigators in his sector. A staff officer for eight years, he was attracted to a PEL recruitment poster. He retired and, after three years of PEL scrutiny while he worked on other vessels of the PEL fleet, was posted to the King Richard.

J.D. loves his post, as well as the planet falls. He spends much of his time on the surface and has amassed quite a collection of fascinating trinkets. He also enjoys shipboard life, though, for the plentiful number of female crew and passengers for him to entice. His romantic (erotic?) exploits are legendary amongst the crew, however, due to his extreme competence as a navigator, his occasional lapses between jumps are ignored.

In addition to his shipboard duties Turco has taken upon himself the planet fall duty as a tourguide. During each jump he plans the "grand tour" of the planet to be visited, using all the materials available via the ship's computers and texts gathered on the previous planet. He is admired for his ability to choose the most interesting and most beautiful spots on any given planet. He limits his tour groups to twenty members of the passengers, and arranges vehicles and escorts at the spaceports -- often adventurers, especially on wilderness worlds. At least one of the Security Rover Team, as well as several of the crew, first came to the attention of the King Richard.

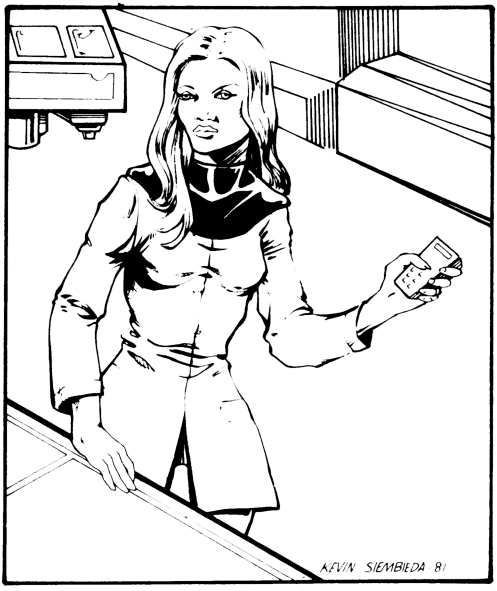
The only female crew member who has not recieved any gallant attention from Turco is the Captain herself. From the first, he has shown her only the deference expected of an officer to his commander. It is whispered that Turco wants her post in the future.

3) Chief Engineer Toguro Nakaguchi 78A7D5 Age-43
Vacc Suit-1 Engineering-4 Electronics-2
Gravities-I Mechanic-2 Computer-I Jack O'Trades-3

Nakaguchi is a Samurai from a Solomani planet thus he is permitted to keep a Katana (long sword) and a Wakizashi (short blade) in the ship's arms locker. His skill level with the two combined is 5. (Treat as a cutlass but roll three dice for damage).

As should not be surprising, the chief engineer loves and mothers his ship. He is constantly tinkering with the engines and other systems, trying to maintain a high level of efficiency. Any lapses due to human error are met with his thundering rage, and god help anyone involved in a breakdown that causes passenger inconvenience.

4) Chief Physician Dr. Monica Travaglini 4658DA Age-38
Medic-5 Computer-2 Administration-2



Once the personal physician to the Duke of Rheims subsector, Dr. Travaglini found that she enjoyed travelling with the liner while attending her employer on a state visit. She immediately applied for the post and, six months later, was accepted to the PEL training program.

The ship's doctor, as well as certifying that the ship is plaque-free at each port and caring for illness and injury aboard, is expected to observe questionable passengers' psychiatric profiles via a short, preflight questionnaire and clinical observation by security

cameras. Thus she works rather closely with the ship's security forces, whose commander she admires.

5) Purser Marc Geissler 89A773 Age-30
Administration-3 Streetwise-2 Steward-I Bribery-2 Dagger-2

A robust man, well liked by his staff, Marc is trusted by the captain and security to keep his section clear of any smirch. He is quite efficient, and his 70,000 shares of PEL stock keep him extremely loyal to the company (he has all of his extra pay, as well as a significant portion of his regular pay, converted to PEL stock at each planet fall).

While performing his duties, Marc works very closely with the chief stewards of each deck, the cooks, and the cargo crews. By his force of personality, he has kept the morale high and the crew worships him. Since he has joined the ship, there has not been one complaint related to personal service aboard.

Among his favorite tasks is the testing of alien spices and foodstuffs before purchasing them for shipboard cuisine. He will be seen at every major restaurant sampling their fare, on an expense account, while the vessel is in port.

Although he takes it unto himself to test odd foods, he is terrified of poisoning himself, or causing himself an acute allergic attack. In response to these fears, he has become an expert in pharmacology and his cabin shelves are lined with texts on the subject. He carries with him at all times an injector with an anti-allergic shot in it, just in case. Also, in a safe in his room, he keeps a large, varied stock of antibiotics, antiparasitics, and antiviral drugs in addition to his PEL shares. However, this is not to suggestthat he is hypochondriacal—the opposite in fact. Rather than assuming that he has many imaginary ills, he has a deep respect for his body and its health, and he takes first-rate care of it.

During his off-hours he can be seen jogging in the crew quarters or working out in the gymnasiom. His favorite workout is to perform aikido under 2.5G conditions. In this he is often joined by members of the security team and the cargo handlers.

6) Security Chief Elmer Trigone BC7845 Age-40
Vacc Suit-2 Revolver-3 Demolitions-1 Survival-2
Instruction-2 Electronics-3 Brawling-3

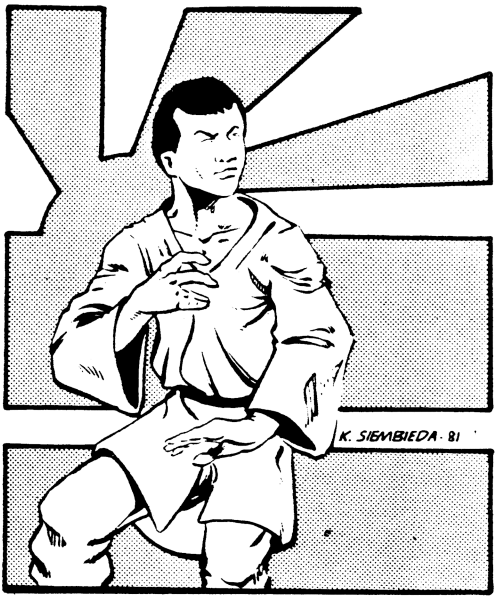
Formerly a commando First Sergeant (Fourth Battalion, 309th "Starflier" Regiment), Elmer now runs the Security Department aboard the King Richard. His group is split between the Rovers (one through four) and the Bridge crew (6), who man the various security systems, observing the gambling, various shops, and suspicious persons. Elmer is happy with his duties, but still retains his deferential attitude towards officers and nobility.

Trigone has had to kill one person while carrying out his duties aboard--a terrorist who was attempting to transmute the power plant into a fusion bomb. Usually, however, his fists are sufficient to halt any untidy activity.

7) Rover One Savu Rakhbar D87542 Age-27
Zero-G Combat-2 Zero-G Weapons-2 ACR-1 Vacc Suit-1 Blade-1

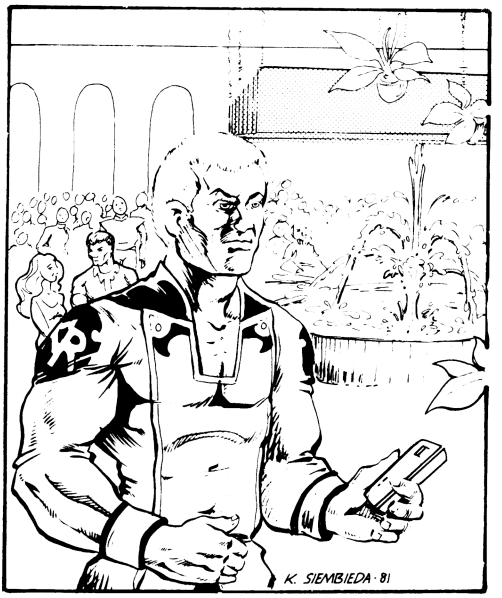
One year out of the Marines, where he spent most of his time attached to the sub-sector's Fleet Forces (2nd Platoon, Third Battalion, 791lth "Rapier" Regiment), Savu is well known for his agility in Zero-G conditions. Specifically, he was hired, against Security Chief Trigone's recommendations, for his facility with rifles and snub pistols if needed to maintain order aboard in weightlessness.

8) Rover Two Ling Sun 8EA778 Age-30
Brawling-7 Dagger-1 ACR-I Commo-I Survival-2 Recon-3 Instruction-3



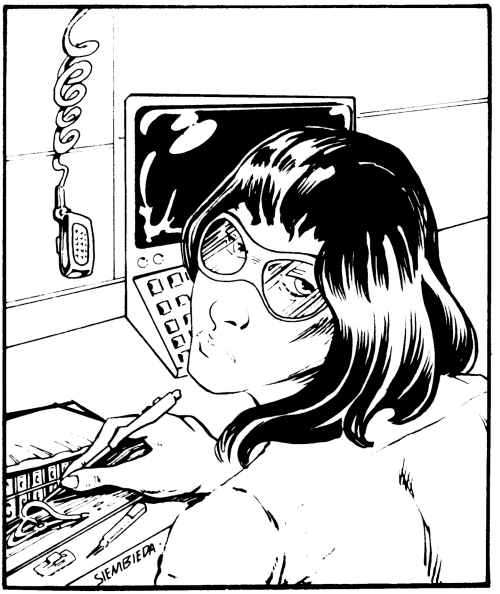
Formerly a commando in a "Pioneer" Regiment along the borders (i.e. lent to a client state), Ling disdained the use of his rifle and instead used the ancient martial arts in which he was trained. He regularly volunteered for scouting missions and, just as regularly, returned safely. Aboard the Richard he poses as an athletic/martial arts instructor, but teaches only two classes each week--meanwhile he performs his rover assignments.

9) Rover Three K'Took Ror'k F4E664 Age-26
Brawling-1 ACR-I Streetwise-3



As a Marine from a C size world with 1.85G of gravity, K'Took became famous throughout his regiment (8150th "Enforcers") for wrestling a Tyloorian Bear (equivalent in size and temperment to the Kodiak Bear of Terra, but with six limbs) while drunk, and winning. He is often seen wandering through the casino, looking mean. His uniform is specially tailored to exhibit his musculature. While he is not known to have a foul temper, the crew generally try to avoid K'Took.

10) Rover Four Rachel Three-Two-Seven 889773 Age-25
ACR-I Dagger-I Instruction-I Demolitions-I
Electronics-I Mechanic-I Commo-I



Rachel, a clone, is the least conspicuous of the Rover team. Her duty is to inspect and repair the security monitoring equipment and to seek out any tampering or sabotage and repair or defuse it--in other words, she is the "Bomb Squad". As she is a clone, every member of the security team views her as more expendable then any other member. She is a former commando of a 500--woman (all clones of the commander) team from a tech-9 world on the Imperial periphery. Rachel is the only survivor of a rear-guard action her unit threw up against a full brigade of armored infantry of rebel troops.

She is in love with one of the engineering staff who helps her maintain the surveillance equipment, but has not told him.

NOTES:

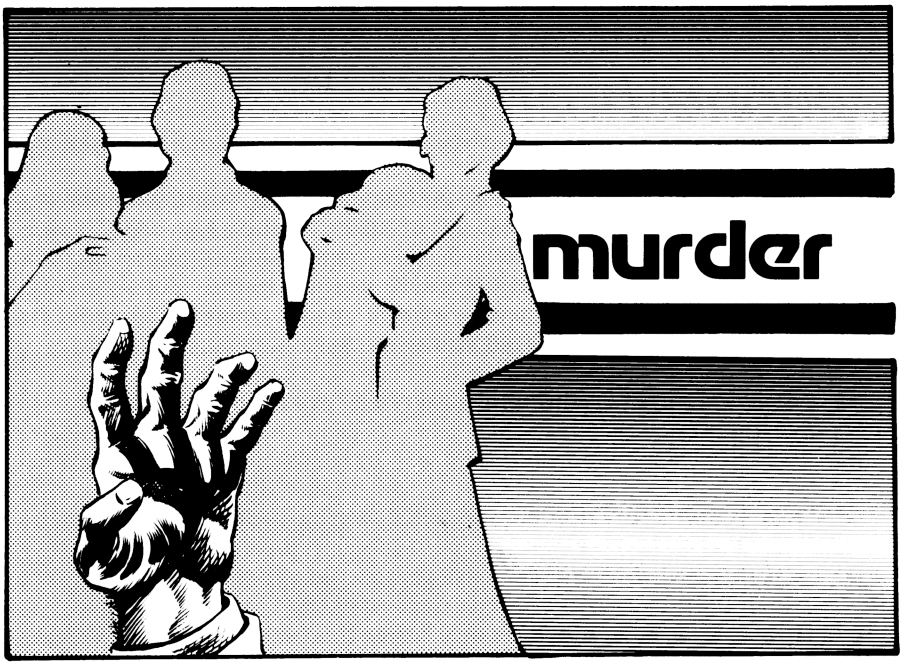
1) All former military personnel from the above list have varoius service ribbons and medals, but PEL frowns on their use with Merchant Marine uniforms, and so they are not listed.

2) All Rovers carry a short-range communicator, with scrambler capability, tied into the bridge.

3) Bridge security console team members are all former naval ratings with electronics, computer, or commo skills.

4) Referees are encouraged to expand upon these characters and any that follow, as well as to fill out additional crew they find necessary to any given scenario.

Please recall that rumors of the liner and tales of riches and scandal aboard, as well as stories of previous festivals on her arrival to any given planet (usually A or B class starports) should be mentioned to the players some time before the ship is used in the campaign.



Here follows descriptions of 7 people who, in the course of their lives, have crossed and cursed each other. The motive exists for any one of them to kill any other. Their names are:

Doctor Martin rik-Havasu
Hunter Hugo Grovet
Sceintist-Glandular Physicist R. Marshal Dega
General Sir Arthur Flintlock
Teresa Shrike
Sister Mary Torget (a.k.a. The "Nightshade")
Bureaucrat Alan Ogilvy

Action Aboard

In the following pages, several people of some importance in the Imperium will be described. Many of them harbor hatred of other passengers aboard the King Richard, and many of them have in their possession or are aware of possible death-dealing items. Additionally, they may be aware of other enemies who might be framed. The players may be found, in this complicated situation, as:

A) Crew members who are observing or aiding in the security team's investigation.

B) Security team members who are participating in the investigation.

C) Bodyguards of the person who was murdered (or is to be murdered).

D) Assassins who have been hired to commit the murder aboard ship.

E) Uninvolved passengers, or any other post which the referee may maneuver them into.

One example of the murder situation may be as follows:

The King Richard arrives in a specific system. As the attendant festival reaches its height, a handbill makes the rounds of the hiring halls of the planet's spaceport calling for skilled hands to replace PEL employees that have quit, retired, or otherwise left the liner. The pay being offered is one and one-half times the normal rate for men of their abilities and experience. (Of course, those retiring just happen to have skills similar to the characters').

While aboard, an awful murder occurs (say, Alan Ogilvy slays Theresa Shrike with General Flintlock's ceremonial sword, leaving it where it would aim suspicion at Hugo Grovet -these persons will be described further on).

The characters will be confronted by clues - it is possible that each player could be told in secret, so that they need to compare notes before they can begin to piece together the mystery. In the meantime, the security team (run by the referee) will be chasing other clues, either secretly, or ostentaciously, as the referee cares to play it.

Following hereafter are a number of fully fleshed out characters along with several sketchily outlined persons who the referee may describe more fully or use as background, depending upon the individual campaign needs. In addition, recall that, as the King Richard is the premiere vessel of its class in the Imperium, high social level persons of the referee's campaign are very likely to use it for transport and/or recreation, making it useful for assassination scenarios of your own devising.

The Passengers

I) Doctor Martin Rik-Havasu 648CF9 Age-61
Medic-6 Electronics-1 Administration-2 Computer-1
Account on Board : Cr 1,757,392

Dr. Rik-Havasu is a portly, usually jolly, fellow who is a renowned expert in human endocrinology and, as such, he held a post for several years as chief physician to a very important Imperial Duke who suffered from diabetes Mellitus since youth. His younger brother, althougn not as brilliant, joined the Marines and became a first-rate medic in a commando team led by, then Captain, Arthur Flintlock. Unfortunately, the younger Dr. Rik-Havasu was lost in a fighting withdrawal, along with half of the headquarter's platoon, while the main fighting force escaped. Even now the elder doctor mourns his brother, and any mention of Marines makes him bristle.

Once, Martin was quite an adventurer. He went on several safaris, the last one being with Hugo Grovet's Safari Service. During the excitement of a hunt for a 400 kg pouncer on Stigworl, a lush jungle world, Martin was accidentally shot. For this he blames the Safari Service, although he lost his civil suit.

Dr. Rik-Havasu is a man of impeccable professional credentials, even though his theories of pancreas function have since been surplanted by the Desa Theory. He lost much face in his stubborn defense of his pet hypothesis, and he still seeks proof to bear him out. However, he is considered a medical crusader due to his campaigns to place quality-control inspections on medical products carried by Shrike Shipping Lines in the Imperial interior, and his vendetta against the Imperial bureaucracy into allowing trade with a planet labeled Red Zone that produced an herb capable of reversing the symptoms of oat cell carcinoma in humans (a lung affliction) and mu-measles in Vargr. Lastly, it was mainly due to his media blitz, after forty wounded

prisoners thought captured by the buccaneer known as "Nightshade" were found dead, that the Navy diverted sufficient light warships to the interior to close down the Nightshade's operations.

Dr. Rik-Havasu is now quite wealthy with an Imperial pension of 6000 credits a year plus all expenses while in space. Thus, he lives aboard the KING RICHARD, "seeing what lies past the next nebula", as he is wont to say. He gambles moderately, strolls the park, but he is often found in sickbay, examining newly acquired medical journals and texts. His room is neat, with a full microspool rack of references and copies of his own works. He dresses relatively simply, but for costume balls he has a complete set of antique surgical garb. He has a showcase in his cabin with antique surgical/medical equipment - his pride is a fully operational proctoscope from Terra over 4000 years old which he says is priceless, but will fetch well over 40,000,000 credits if sold to the proper museum.

He has a low tolerance to alcohol: his hands shake; he is unable to participate in sports due to his girth and high blood pressure; he takes three medicines, one to keep his blood pressure controlled, one to ease his hands shaking, and a diuretic, which causes him to use the restroom to urinate every three hours while awake and he gets up twice each night to urinate.

2) Hunter Hugo Grovet AD9 667 Age-47
Hunting-5 Survival-3 Auto Rifle-2 Wheeled Vehicle-1
Account on Board : Cr 3,221,735

Hugo Grovet always appears to be aware of his surroundings. His eyes are in constant motion, and he always sits in a spot where he can see all possible entrances to a room. He is, however, quite personable, in a common sort of way, and has many tales of wild creatures on strange planets with which to entertain his tablemates at dinner.

Once he was the chief hunter for a widely known safari company, but after a dispute (reputedly over credit for a kill) with the general manager, he set up his own organization, called Hugo Grovet's Safari Service. Throughout its history his

service was plagued with troubles. In the beginning the company safari ship was damaged in an engagement with one of "Nightshade's" scouts. Luckily the vessel was able to jump to safety. Then a group of conservationists, led by a scientist with no background in environmental biology, managed to halt three separate safaris chartered to bag specimens of three rare species. A minor bureaucrat forced the company to spend a great deal in bribes to allow them access to some restricted planets for hunts. But the capper was when a foolish physician named rik-Havasu managed to shoot himself with a high powered rifle while on safari. The ensuing civil suits forced the Service into bankruptcy even though the case was won by the company.

From this debacle, Hugo became a poacher. At this he was infinitely more successful. Even though he was once chased off a noble's reservation by a commando team led by Major Arthur Flintlock, he was able to elude them and shoot down four tree krakens. His only setback occurred while dealing with Tur Gorvalez of Shrike Shipping Lines when the hunter was cheated out of a full eighty tons of sa-pemiken hide easily worth as much as the ship carring them.

Hugo's stateroom is adorned with over a dozen trophies - huge fanged heads or horned creatures. In addition, he has a permit which allows him to keep his rifle over his door, but the firing pin has been removed. His wardrobe is filled with clothing generally made of expensive furs which he caught firing from a Kajak in a hunting expedition with the Emperor's nephew.

Hugo is very healthy and works out for at least three hours each day in the gymnasium, as well as practicing in the holographic firing range. He is now trying to learn the use of a bow. Presently, he works for the Marquis of Athens-in-Space who hunts on each sufficiently Terra-like world that the KING RICHARD orbits. His fare is covered by the Marquis with a large retainer as salary and bonuses for each catch to boot. Thus far the Marquis and his party of five are extremely satisfied with the hunting they have experienced with Hugo, although one member of the group who holographs the scenery and the creatures feels the hunter is excessively bloodthirsty.

Oddly enough Grovet seems to disdain the company of several prominent members of the passengers, including Dega and Ogilvy. He is heard loudly defaming all such people as "chairwarmers." He often compares adventurers with such people, the former in glowing terms, the latter in disparaging terms. The feelings that he broadcasts seems to be felt similarly towards him by those disparaged.

Kept in trunks in the cargo hold are sets of camouflage ballistic cloth - some for night, infrared, greens, browns, arctic etc. He is known to use these on hunts, but also at costume balls. Hidden in the trophy head of a Ko-Lo tree thrasher is a tear-gas grenade which he has set to go off if anyone ever tries to rifle his room 'there is a radio-link from the desk to the activating mechanism.)

3) Scientist-Glandular Physicist R. Marshal Dega 5C4CE8 Age-59
Revolver-1 Computer-6 Jack O'Trades-3 Medic-3
Carousing-2 Account on Board - Cr 257,323

Scientist Dega is a very intense, dark-haired fellow who often mesmerizes his audience with his piercing gaze and his gestures. He never joins a cause, but he becomes its foremost proponent, and he seldom chooses an unsuccessful cause. This has caused him some problems in the past.

In examining the interactions bewteen insulin, glucagon and glucose in vitro, Marshal accidentally spilled some tri-iodo kryptoneine, in one of his experimental flasks. This odd molecule, normally found as a poison in the fangs of a pouncer on Truad/-Nimbus in the trailing reaches of the Imperium caused a reaction among the other three contents of the flask which was not predicted by earlier theory. Due to this, Dega formulated a new theory of the function of the pancreas for which he received much grief from Doctor rik-Havasu, a die-hard proponent of the older theory. Now that he has successfully defended his theory, he is considered the foremost expert on these hormones in human space. He still carries a vial of the tri-iodo kryptoneine in his personal effects.

Marshal is aware of the presence aboard of Hugo Grovet. He avoids the hunter and goes into rages when the fellow is mentioned in his presence. The scientist has been heard to describe him as the epitome of the cavemen who slaughtered rare species unheeding of their rarity. Once, when the two unexpectedly came upon one another along the Promenade, heated words were exchanged. Only the timely arrival of Security Rover Savu Rakhbar prevented blows. Similar words were used by Marshal to describe General Sir Arthur Flintlock, formerly Field Marshal of the Imperial commandos. As a Captain, Sir Arthur raided a Zhodani combat team dug in around the University of Tiber on Tiber/Crocus. Ostensibly, a pirate group, the combat team was on a deep penetration raid prior to the Fourth Frontier War. During the ensuing fighting, a collection of extremely rare species of small lizards was destroyed. Within a year, four of the nine species were declared extinct. Scientist Dega swears that the Zhodani "pirates" would have

surrendered without a fight if given quarter, while leaving breeding pairs of the reptiles for posterity.

Even though Dega is renowned, he too has his failures. One such occurred when he purchased from Shrike Shipping Lines a chromato--computer used, in this case, for identification of the hormones he was studying. Unbeknownst to him, there was a built-in error causing an immense variation in his data. Dega published his results in a small journal, only to discover the error later. Although his colleagues were understanding, this caused him great embarrassment.

Some of these same colleagues, by the way, were captured by the "Nightshade" and sold into slavery in the Vagr Extents. Included in the group were two of Dega's former graduate students, aboard the lab ship DESCARTES to study along the Rimward edge of the Imperium.

Dega's greatest disdain seems to be reserved for bureaucracy, though. He considers bureaucrats to be the only thing keeping the human race from rising to supremacy in the known universe. He points to his own career, constantly bogged down in red tape formulated by endless departments, all seemingly managed by the directors on Capital. This feeling often seems to border on hatred.

Marshal will be seen in fairly nondescript clothing of a type long out-of-style. His wardrobe is small, but well-kept. As he has several allergies, he regularly takes antihistamines to relieve the symptoms, which include runny nose, coughing, sneezing and red eyes. His stateroom includes a bookcase filled with real books on Anatomy, Endocrinology, Physiology, Xenobiology, Extinct Species, and RARE CREATURES magazine, a periodical dealing with endangered species throughout the Imperium and its client states. With an investment of 1,000,000 Cr honorarium in Phoenix Enterprises Limited, and his various pensions and royalties , he is able to remain aboard comfortably - "seeing the galaxy" as he puts it. He will be found nearly anywhere except for the gymnasium.

Dega spent many years in laboritories working with noxious chemicals, and in so doing, he long ago lost much of his sense of smell. In addition to his allergic reactions, this has caused him to have no enjoyment of either scent or taste.

Marshal enjoys each planet fall to the fullest. The first day is usually spent at the planet's most prestigious center of learning at which he will lecture at least thrice - once on conservation, once on the functioning of the pancreas, and once scientific study in general. Then he will spend the next several days collecting data on local flora and fauna. He will speak out on ecologic topics, visit Game Reserves with his holographic camera, and generally steep himself in the local biology. On one such visit he discovered a research project that supported a subset of his theory not previously investigated; he magnanimously set up a 5000 Credit grant for the study. Only once was his life endangered on a planetary surface; while flying over one of the Vulcan's Trees on the inside of an active volcanic cone on Triber/ New Rome a superheated plume of gases knocked his air raft, overturning it. The pilot was lost, but Dega was able to hang on to his seat and switch on the automatic emergency piloting equipment aboard. This particular story has entertained many persons with whom Marshal sits at the dinner table.

He is almost never seen in the company of women . . . they appear to frighten him.

4) General Sir Arthur Flintlock 98DB7A Age-62 15 CSR, 9CCR, 4MCUF, 4PH, 2MCG, ISEH
Combat Rifle-2 Cutlass-2 Revolver-2 Zero-G Combat-1
Mortar-2 Battledress-I Survival-3 Leader-4 Tactics-3
Account on Board - Cr 351,007

A commando from his second term of eleven, Sir Arthur has just retired from his post as General commanding an entire subsector's commando forces, a post he has held for the past six years and one he has despised. As a man of action, he holds fifteen combat service ribbons, nine with Combat Command Ribbons attached, four meritorious conduct under fire medallions, four Purple Hearts for wounds received by enemy action, two medals for Conspicuous Gallantry, and the Starburst for Extreme Heroism. Still a trim, athletic man, the General has decided to use an open ticket on PEL vessels, awarded him for past exploits, to allow himself a chance to travel the Imperium in, what he considers, deserved luxury.

Through his "colorful" career, Sir Arthur was considered, shall we say, abrassive. His ridicule of the Medical Corps extended even to chewing out the personal physicians of the Imperial family for their concern with money rather than healing. He was held back from a promotion for a full term after exchanging verbal barbs with the famous scientist Dega. His battles with Imperial bureaucracy, to permit his troops needed rest, recuperation and refitting time were legendary. However, due to their elite status, they seldom had sufficient R & R. On one occasion, Sir Arthur is sure that this lost him an exhausted platoon.

While on various ship, combat, and internal security duties, General Flintlock had memorable encounters with other famous personages of the Imperium. While defending an Imperial hunting reservation from poachers, his adjutant was slain by rifle fire from one such poacher who escaped. Sir Arthur is reasonably certain that the weapon wielder was Hugo Grovet, but he was never able to gather sufficient evidence.

The General is often heard muttering about "profit-hungry merchants" and is especially vitriolic in his choice of words to describe Shrike Shipping Lines. One of his most famous actions was in recover-

ing a Shrike Exploratory Lander that had succeeded in arousing an aborigine uprising on Rotar/Sheldule when Teresa Shrike, the owner aboard, mistook a small religious shrine for an outhouse. Nearly three hundred Marines were killed or wounded in the ensuing action.

It is well-known that the General feels that his greatest failure occurred while he was posted as commander of ship troops aboard a Fenris Class pirate-chaser, assigned to track down the buccaneer "Nightshade". In a boarding action to clear a frigate of brigands, half the Marines were slain and the remainder driven off by an unexpected fusion-gun-armed person. "Nightshade" was later learned to have been aboard.

Sir Arthur only wears his uniform to formal events, otherwise he is seen in an out-of-style leisure suit. He has been given a permit to retain his officer's sword in his cabin, and he will wear this with his uniform on such occasions as arise. He is a popular person in the dining areas, as he is a stimulating conversationalist, highly opionated, but interested in discussion for intellectual stimulation. He exercises by jogging on the Promenade and swimming each day. He is extremely charming and attractive to female passengers, and he is quite interested in them as well.

His compartment has a few current-event spools from the latest port and some two dozen knick-knacks from various planet falls, none larger than 4cm X 2cm X 2 cm or heavier than 500 grams. Everything inside is of a military neatness. He has supplanted the built-in security devices with a radio transmitter of low power tuned to an earpiece he wears constantly in his right ear. If questioned, he will admit to wounds causing decreased aural activity.

On each Imperial planet visited Sir Arthur makes a point of inspecting any and all Imperial military installations - unofficially. Usually his reputation is more than sufficient to allow him access and observation privileges to all but the most secret bases - these he enters by showing his Security Rating. Often the base commander will proudly show him much more than official inspectors ever see. He spends many hours in conversation with the officers of all services giving advice from his long years of military experience. However, at the same time he is noting security procedures, troop morale, facility care, and other signs of the commander's quality. Each installation is described in a report which he sends via PEL courier vessels to his Inspector-General Office contacts in the Imperial Core. These reports have caused three officers to be cashiered, two to be Knighted, and many others have been promoted or demoted. Thus far Flintlock is certain that his cover has not been penetrated, but even if it has been, he enjoys the inspections so much that he intends to request reactivation as an Inspector-at-large officially.

The General is a good friend of the Chief of Security – the two play Go regularly. He was given permits for his own weapon and his own security precautions aboard mainly due to this relationship. Thus far, Sir Arthur has not broken trust, but certain passengers have obviously caused him some anger for reasons he has not divulged to any others.

5) Teresa Shrike 5B7E7A Age-53
Liaison-3 Bribery-2 Jack O'Trades-2
Navigation-I Administration-4 Streetwise-I Brawling-2
Account on Board - Cr 3,375,423

A striking, youthful appearing woman (thanks to millions of credits of cosmetic surgery), Ms. Shrike began her career in the Navy as a liaison team member assigned to help pave the way for a Navy base to be built by and on the backward planet Tesulmet/-Terestan. After two terms she resigned and immediately headed for the frontier where she signed aboard an exploratory cruiser on a share basis. From there on her fortune was sealed. This exploration brought millions to each crew member allowing her to purchase her own exploration vehicle.

Shirke Shipping has made its mark, not by its extensive area covered (mainly due to bureaucratic tangles which seemed to plague the line whenever it attempted to expand), but due to the incredible products in which it trades, found by the aggressive exploration policy upon which Teresa insists. After the first ten years, even the loss of six vessels of the line to the "Nightshade", although harmful, could not bankrupt the firm.

There have been some questionable cargoes which led to bad publicity - for example; a load of spoiled antibiotics denounced by Dr. rik-Havasu of the Imperial personal physicians, or the less-than-perfect performance of some technologically advanced equipment built on some lesser worlds such as that bought by Scientist Dega. Still, Teresa is now very wealthy and can borrow up to billions just with her retinal pattern.

Until six years ago she still carried out several exploratory cruises each year in her original vessel the "Dove". But the damage caused years before at the debacle - the uprising -on Rotar/Sheldule continued to cause deterioration of interior systems as a fungus, which degraded fiber optic conduits, slowly ruined the network. The "Dove" is now landed permanently on her estate on Capital, fully crewed, but with her fusion engines removed, and the fungus flushed.

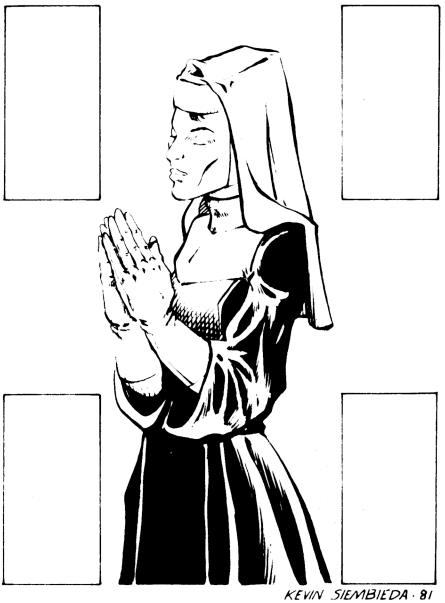
One cargo has long since been an area which she has managed to take completely under her wing. Pelts of exotic animals have been an

interest of hers since Hugo Grovet fired on her and a negotiations team while they were bidding on a 75 ton cargo of pelts easily worth 6-10 million credits per ton off-planet. She avoids Grovet aboard ship.

Teresa is always seen in masculine company aboard the KING RICHARD, although whether these men are body guards or lovers (or both) is unclear. She is always dressed in the latest styles, and spends many hours each day swimming in many different bathing styles. It is rumored that she was attacked two jumps ago in the pool, but she clipped the fellow on the jaw and he nearly drowned thereafter.

Her room is filled with clothing, exotic perfumes, and a waterbed of large size filled with tropical fish including some of poisonous bite, but beautiful markings.

6) Sister Mary Torget (A.K.A. The "Nightshade") 897F88 Age-51
Leader-4 Forgery-2 Zero-G Combat-1 Body Pistol-1
Pilot-1 Ship Tactic-2 Vacc Suit-1 Gambling-2
Account on Board - Cr 37,238



Nightshade is pretending to be a highly religious functionary from the Solomani Sphere to examine the defenses, internal and external, personally while planning to raid this vessel. She has found herself universally cursed in her pirate persona, but she recognizes several of these persons.

General Flintlock she recalls as a pale-faced captain, ordering a retreat as her former Marine in Battledress fused half the enemy boarders into oblivion. The damage caused left her flagship up for repairs for more than half a year.

Dr. rik-Havasu's public out--cry has made it impossible for her small fleet to sue for the more respectable label of "privateer" and take on Zhodani frigates and merchant shipping.

Hugo Grovet handled his Safari Ship so well in escaping one of her traps that he was able to destroy a Type-S scout before he jumped.

Scientist Dega, through his protestations against the Nightshade, caused exposition of a slave ring she was forming among the border provinces along the Spinward Marches.

Nightshade is aware that Theresa Shrike has hired almost twenty assassins with instructions to slay her, but all have been intercepted and have either died or been converted to piracy.

Alan Ogilvy, high Imperial bureaucrat, she knows, has his fingers in many pies, many Imperial organizations. She is aware that due to his cross-referencing and investigations of reports on Capital, he has managed to direct the closing of two pirate bases.

Sister Mary wears a nun's habit with a body pistol slung behind her head. She has prepaid for her entire flight and has been aboard now for two jumps. She has managed to take aside three crew members and has given them hypnotic suggestions which will force them to commit sabotage in their respective stations when the key words "Nightshade commands here" are spoken. The three men include a computerman,a power room monitor, and a manuever drive technician.

Her quarters are austere, with the only obvious possession a religious tract, well-worn, which falls open easily to a description of two sinning cities and their destruction. She is seldom here, rather she is found almost anywhere else aboard, observing crew activities and ship layout.

As spare monies she has ten gemstones worth 3500; 2100; 305; 335; 604; 10,000; 782; 100; 987; 4532 credits respectively hidden in jars of cold cream. Otherwise she has no make-up.

7) Bureaucrat Alan Ogilvy 348EF7 Age-60
Administration-3 Computer-1 Jack O'Trades-1
Interrogation-2 Liaison-1
Account on Board - Cr 473,335

Alan is a bureaucrat who finds the manipulation of anything from sectors to individual lives fun. He has his personal favorites as well as his least favorite. For his favorites he will smooth the path of their life, for those he dislikes the road is much rougher.

Dr. rik-havasu, before giving up surgery for the internal medicine specialty of endocrinology, happened to perform an operation on Mr. Ogilvy's mother. Unfortunately, complications set in and the woman passed away. For this, Ogilvy has never forgiven the physician, although negligence was disproven.

Hugo Grovet, throughout his career, ignored any and all red tape, and early on this was noted by Alan. Soon he was putting up more difficult road blocks for the hunter, which he was able to bypass with frustrating ease. The bureaucrat has sworn to find something to stop the poaching

Scientist Dega is constantly battling with various Imperial departments to add more species and planets to the protected list. Ogilvy is very much aware of the inability of the forces available to protect those areas and species already proscribed and has tried (unsuccessfully) to stymie the researcher's protests. Alan resents the man going over his head once a decision was reached - three times now. The two know each other slightly.

General Flintlock was unfortunate in that his uncle had mistreated Alan while he was a clerk. When he reached a level of sufficiency, he began to pull strings to affect the commando's career. As it turned out, the General had enough clout to pull back causing the bureaucrat to finally back off, discomfitted.

Alan is totally disgusted with Shrike Shipping Lines. Its exploratory policies have caused many more problems than any previous such venture, but he has been unable to halt their activities due to the fact that several politicians on Capital and in the Sectors involved have been lucratively bribed.

Each known pirated vessel causes nearly 6000 hours of paper work within the Sector it occurred in, and a similar amount outside. Alan became so disgusted with the activities of the "Nightshade" that he started chasing down leads, shutting down two spaceports supplying the pirates. Still, the paperwork the "Nightshade" caused continues to pour in as the raids are yet occurring.

Alan is a lean, bookish sort. He is presently on a junket to the Spinward Regions, for the most part for fun, but also to give him a view of those areas he has long been affecting from Capital. He always carries a briefcase, trapped with cyanide gas, filled with Top Secret papers discussing tax revenues from these districts and the routes of their collection fleets. His dress is conservative and nothing else about him draws any attention. He eats, drinks, and socializes alone.

MINOR CHARACTERS

8) Senor Geraldo Lopez-Martin 678995 Age-59 Gambling-2 Vacc Suit-3 Prospecting-2 Ship's Boat-2 Brawling-2

Geraldo is a prospector who not only struck it rich, but also managed to hold on to his fortune (very rare indeed). He is commonly seen with Hugo Grovet and, for some reason, dislikes Ms. Shrike.

9) Ilya Turgevitch 5774BA Age-32 Carousing-I Pistol-I Grav Vehicle-I Administration-2 Interrogation-I

Ilya is a high executive from PEL travelling incognito, so as to observe the quality of service performed by the crew. The Captain is the only person who is aware of Mr. Turgevitch's true identity. He is often seen chatting with General Flintlock, and has had a loud altercation with Alan Ogilvy.

10) Duchess Ernestin Timor 6778CF Age-26 Foil-3 Hunting-1 Leader-1 Jack O'Trades-1 Liaison-1

This young Duchess, travelling from her inner system subsector, has just recently become the recipient of her title. She pretends to enjoy the attentions of scientist Dega, but is bored with him, and is actually trying to attract Hugo Grovet.

11) Commander Garr-Grek Vaerr 67D78A Age-26 Gunnery-2 ACR-1 Instruction-1 Liaison-2 Pilot-1

This Vargr naval officer is touring as a diplomatic mission from a distant Vargr race, far beyond the Imperial-Vargr boundaries. He is quite respectful of General Flintlock and is seen at his dining table occasionally. He is known to hate Hugo Grovet due to rumors of Hugo taking Vargr pelts.

12) Don Roberto Cagliano 439B95 Age-62 Forgery-1 Bribery-3 Streetwise-3 Computer-2 Body Pistol-2

As head of a criminal organization in this subsector, Cagliano is out touring his facilities. He is travelling as a fur salesman with seven tons of samples and has concluded a fruitful discussion with Grovet. Cagliano is aware of Sister Mary Torget's true identity and is therefore considering blackmail. Two bodyguards accompany him at all times - each is Brawling-4, Dagger-4, and strength-C or better (intelligence-5 or worse).

13) Hubert Delacrouix 8A3987 Age-37 Grav Vehicle-2 Vacc Suit-1 Jack O'Trades-3 ACR-1

Delacrouix is a scout who, after retiring, discovered three Terra, prime worlds, and was able to invest his bounty to excellent advantage. While he is close friends with Teresa Shrike, he hates Alan Ogilvy with a passion.

14) Senior Lieutenant T'Garat Shlomel 997B7A Age-29 Psionic Strength 7, Telepathy, Awareness Forgery-2 Bribery-0 Streetwise-2 Interrogation-1 Body Pistol-1 Jet Propelled Fixed Wing Aircraft-2 Gunnery-1

Shlomel is a Zhodani agent posing as a playboy from the borders of the Rift named Uo-ephnord-2400. For appearance sake, he has been

chasing (romantically) Ms. Shrike, while he is considering assassinating General Flintlock. On the side, he is attempting to interfere with the security systems for his own gain. Among other talents, he is a trained aircraft pilot.

15) Miss Lily Rorgan 7AB736 Age-22 Blade-1 Streetwise-1

Lily began her career in spaceport bars and was brought aboard the liner by a nobleman almost two years ago. She now has several benefactors who visit her regularly, allowing her to remain a passenger. She sees General Flintlock twice each week and Security Chief Elmer Trigone, who has placed a security lock to only his voice on the monitoring of her room and/or person, once. She absolutely despises Dr. rik-Havasu.

16) Lee Sing Ho Junior 64D9B9 Age-31 Carousing-1 Survival-2 Computer-3 Jack O'Trades-1

The youngest partner of a fusion powerplant (tech 10) production company, Lee is en route to a tech 8 planet, where a city power plant is under construction. He is worried, however, as "environmentalist forces" have successfully sabotaged the planet. He is seen in the company of Teresa Shrike, with whom he confers, and has had repeated arguments with Dega.

17) Admiral of the Fleets Simon Tor's Son 9689AA Age-57 Watercraft-2 Commo-2 Navigation-1 Computer-2 Jack O'Trades-2 Administration-2 Medic-1

Conqueror for the Imperium of a Balkanized Water World, he was "given" a trip aboard the KING RICHARD to keep him from defying the Imperial Governor. He has carte blanche at the gaming tables and shops, but his two "escorts" (Naval intelligence Operatives) never let him out of their sight. His one wish is to watch General Flintlock and Alan Ogilvy slowly tortured to death, and he has had some interesting discussions with "Nightshade".

18) Detective-Captain Terry Coin 569BC7 Age-28 Revolver-2 Streetwise-1 Interrogation-2

This highly intelligent and educated young woman has risen to a high post in the local subsector police forces. She is hot on the trail of "Nightshade", but has not yet gained any useful proof. Hugo Grovet is attempting to attract her attention.

19) Eldon ru-Tamar of Tlee/Samarkand 6879EA Age-24 Foil-1 Revolver-1 Bribery-1 Hunting-4

A remittance man, bastard son of the honorable Marquis de Tlee, Eldon is en route to the subsector capital to collect his next sum. He has a non-human man servant (referee's concoction). He is curious

about the good sister and discusses religion with her, but treats Dr. rik-Havasu with contempt.

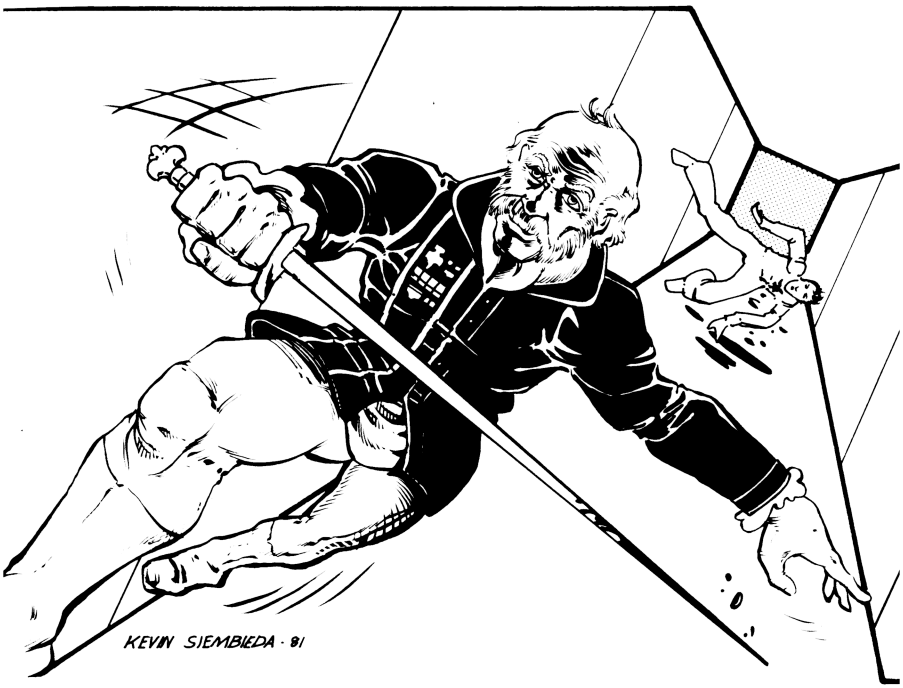
Example of Play:

Please keep in mind that suspense and subtle clues are vital in this scenario ...

Assume Flintlock ((4) slays Shrike(5)). Before this occurs, the party should have a chance to hear all, or nearly all, of the suspects' opinions of her, either by their own words or second-hand.

Since everyone knows that Flintlock has a sword, it behooves him to use another weapon, for example gloves and Grovet's rifle used as a club. He could then leave the weapon in a place incriminating a different person entirely. To complete the mystification, he might be seen at various points by various crew and passengers, but no one person will see enough to make the necessary connections. This data may be gathered by the players once brought into play.

To gain players' interest, it is suggested that you use rumors (via crew or other passengers) or that they find the corpse. Additionally, they, as well as the rest of the passengers, may be questioned by the ship's security rovers. Finally, they could be sparked into action by the announcement of a reward.



Freebootery Denied

It appeared to be a peaceful gathering of the escorts surrounding the King Richard. Four Type R Merchants, two Broadsword class cruisers, a Fenris, six far traders and a jump-3 Bulk Cruiser took up their positions around the great liner. Small stipends were paid to each armed vessel which now floated in the outer circles. The handful of unarmed merchants trailed the main body for protection at a distance of 9000 km behind the King Richard. The players' vessel takes up position according to its armament.

As the convoy approached their jump positions, suddenly the Bulk Cruiser accelerated at a supposedly impossible 6Gs. The radio frequencies were jammed with Mayday calls originating from the maneuvering vessel as it matched course and speed with the liner. It collided and locked on as laser blasts from the escrots glared in the darkness of interstellar space. Dozens of figures in combat Vacc Suits leapt from the Bulk Cruiser to the hull of the King Richard. Reports of mutiny aboard as well as fighting near the airlocks were stilled as the bridge was taken.

Moments after the hijackers had boarded, the captain of the Norms, the Fenris-class escort, made a broadcast appeal to all escorting vessels--assist in retaking the King Richard, and receive a 400,000 Credit per person stipend plus medical costs, equipment losses and bonus paid to nearest relations in case of death. Already half of the convoy have agreed and have been assigned a landing spot on the hull. It is now the player's turn.

REFEREE'S NOTES:

There are eighty-seven boarders and sixteen mutineers alive aboard the ship at this time, holding environmental control, the bridge, and the engineering sections. A bit of bad luck for the hijackers occurred when chief engineer, Toguru Nakaguchi, on duty at the time, recognized the inevitability of the success of the pirate band, and shut down the liner's power plant prior to capture. At this time, the hijacker's engineers are racing to restart the engines, preparatory to jump, but so far they have only succeeded in re-powering environmental control and sensor systems. The ship's security team is presently engaged in a firefight in the park. They are dug in, and unable to leave the area. Many crew members are armed and skulking about singly or in pairs, trying to find out who's doing what, where. Most passengers are sealed in their compartments--they are valuable to both sides and are relatively secure.

At the moment that the players' team of rescuers lock on to the King Richard, there will be six hours remaining until the hijackers will be able to jump to their destination, where multiple pirate vessels will be waiting to board and loot the starliner. The players have two choices--take the bridge or take the engineering section, and hold on until relieved by crew or marines from the Norms .

Each ten minutes there is a 2 in 6 chance of an encounter: Roll two dice;

2-Special Encounter
3-Six rescuers with Vacc Suits, four with carbines, and two with snub pistols.
4-Two boarders with SMG's and Combat Vacc Suits.
5-One loyal crewman with a Vacc Suit and a Snub Pistol.
6-One loyal crewman with a club.
7-One loyal, unarmed crewman.
8-One loyal crewman with a blade.
9-One loyal crewman with a Vacc Suit and a cutlass.
A - Four boarders with SMG's and Combat Vacc Suits
B - Six boarders with SMG's and Combat Vacc Suits
C - One mutineer with a Vacc Suit, a printout of the ship's airducts, and a snub pistol.

NOTE: Assume Combat Vacc Suits--Cloth-I

USE OF UPP TABLE:

The UPPs in this table are intended for use as encountered crew mutineers, or boarders. To use, first roll one die for column then cross index with one die for row. This will give a randomly generated UPP. To add weapons skill, first check type carried, then roll one die on expertise schedule. Suggested additional weapons include: cutlass, broadsword, carbine, snub pistol, blade, ACR.

UPP TABLE

	1	2	3	4	5	6
1	476374	9998C3	956687	8777B6	7B9CCB	6A9376
2	B48767	8B89C6	4A3769	859986	7546A3	47567B
3	833548	B79689	857647	7B985B	299934	8A6A56
4	677596	658786	562CB3	687978	A77884	969A5A
5	653883	76A34C	7B5395	66A366	AB7A69	745984
6	A66456	4A5589	792B95	9A7245	AA86A6	58B498

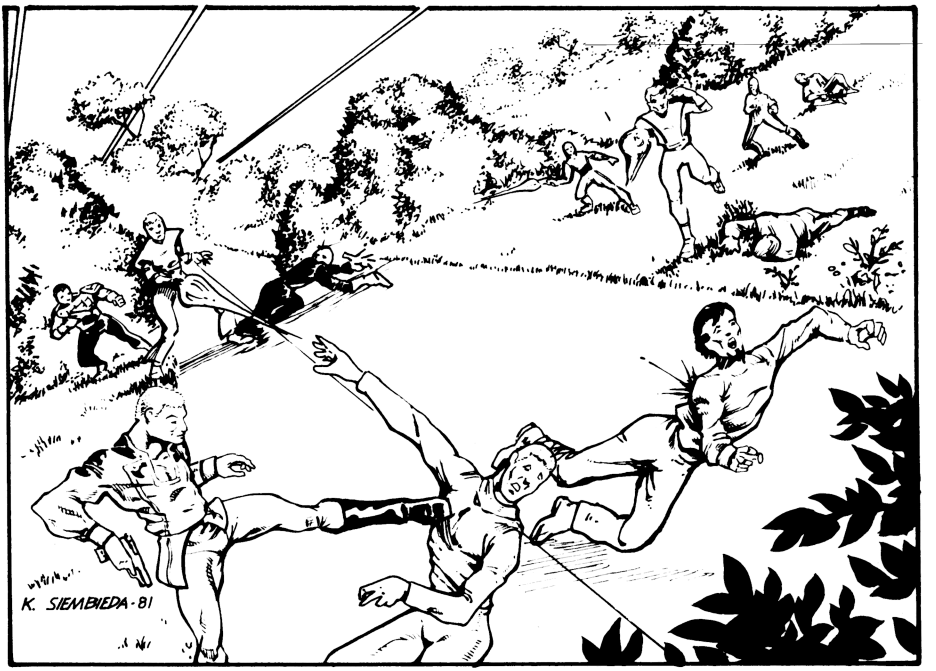
Expertise in weapon--Roll one die

1 = 0
2, 3 = 1
4, 5 = 2
6 = 2, plus 1 in additional weapon, choice by referee
Special Encounter Chart

2) - Miss Lily Rorgan lost
3) - Nightshade and Memet (see below)
4) - Purser Marc Geissler - armed with snub pistol
5) - Hugo Grovet - armed with rifle
6) - General Sir Arthur Flintlock - armed with cutlass
7) - Commander armed with blade
8) - Admiral of the Fleets Simon Tor's Son - armed with blade -- pro-pirate
9) - Detective - Captain Terry Coin - armed with body pistol
10) - Senior Lieutenant and Garrat Shlomel - armed with snub pistol - looking to kill Flintlock
11) - Don Roberto Cagliano - with bodyguards
12) - Ilya Turgevitch - armed with blade.

All of the above have a 3 in 6 chance of carrying additional weapons from dead boarders or crew.

Additionally, in the park are fifteen crew in cloth and Vacc Suits with ACRs, holding off twenty boarders in combat Vacc Suits with SMGs, and six mutineers in Vacc Suits with snub pistols and blades. Several boarders and mutineers are also dead.



All boarders and mutineers have a lavender splash of paint on the front and back of their left shoulders, and gold on the front and back of their right. One boarder in six (roll 6 on one die) will have 2-12 grenades as well, evenly divided between smoke, sleep gas, and fragmentation grenades. Finally, due to the internal metal configurations aboard, only the liner's own Vacc Suits can broadcast to any spot aboard--otherwise communication is Line-of--sight. The mutineers have switched over to the frequency used by the boarders, while the crew are still fragmented and leaderless. The boarders have left no guards at the ship's locker, but it is booby--trapped and will blow up on a 5+ if tampered with. (DM -2 if Dex 5-; +1 if Dex 10+; +2 per Jack O'Trades skill level; +1 per mechanical skill level.) Damage 6 dice within 5 feet, 3 dice within twelve feet, 1 die within twenty feet. Contents of the locker will be destroyed.

Since the hijackers hold environmental control and the ship's commo board, if a serious threat arises, such as a concerted push towards the engineering controls, the hijackers will

use the controls to vary temperature, atmosphere, gravity and humidity to impede the progress of the rescuers. If communications are shut down, this will still work if a mutineer is present to act, in affect, as a Forward Observer, reporting position of the rescuers to the mutineer at environmental control. Remember, there are only sixteen mutineers, and there will always be at least one at the bridge, engineering and environmental control. If thirteen have been killed or incapacitated, then any mutineer results on the encounter table are treated as No Encounter.

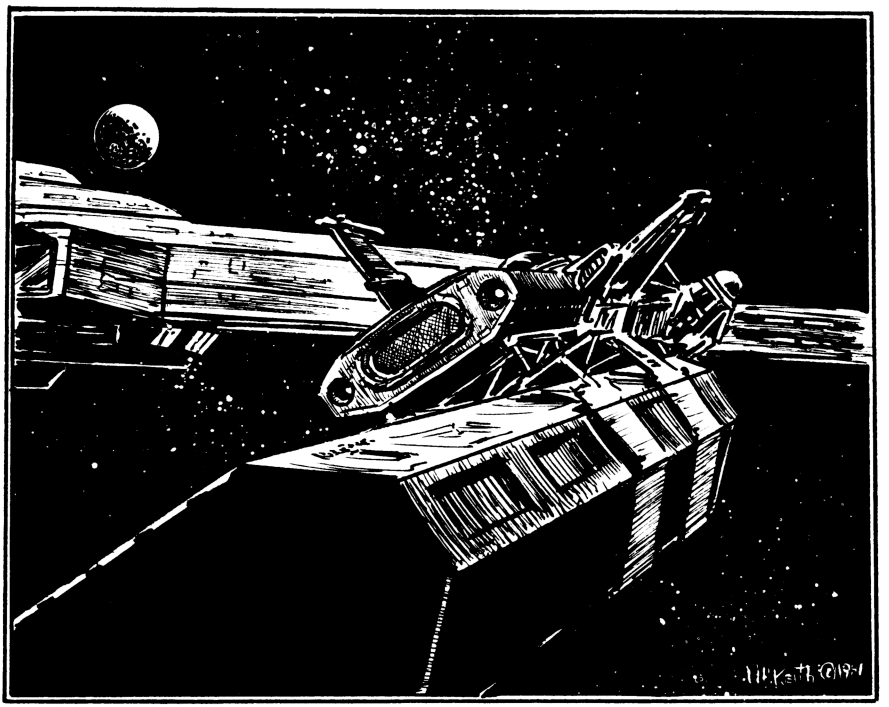
NOTE: In case of decompression, passengers will be able to enter lifeboat - on a roll of 13+ they will be found dead in their staterooms (-1 DM for Dex 5-). NOTE: Loyal crew will be able to recognize boarders from rescuers.

The overall commander of the attack is, of course, Nighshade (see murder personality (6)). Her lieutenant (who led the boarding action) is with her on the bridge.

Mehmet ali-Rajai EBC436 wearing Combat Vacc Suit, carrying Accelerator Rifle and 5 fragmentation grenades. Vacc Suit-2 Zero-g Combat-3 Brawling-1 Zero-G Weapons-1 Body Pistol-2 Demolition-1

Nighshade, if the bridge is threatened, will act as if she is a crew prisoner on the bridge. The bridge crew is dead, and she will pretend to have been rendered unconscious in the assault.

Variations - 1) fighting continues over one, two, or three of the key control areas and encountered crew members will lead rescuers to the battle; 2) one or more rescue parties will use the struggle as a smoke screen for their own looting.



Outline Adventures

The remaining adventures are described below in much less detail, just enough so as to allow the referee room for his own innovations, and to give wide-ranging examples of uses for the liner, KING RICHARD, in an already established campaign. As the vessel and her ever-present escorts streak into your players' lives, you can add a sense of awe that the arrival of mere cargo vessels cannot elicit. As the visiting nobles and notables pass among the "peasantry" on the tours, the KING RICHARD's arrival will spawn the attitudes of "just another place, not even half as strange as the last planet," which should help strike a chord of wanderlust in the players. These adventuring ideas hopefully will allow the players a chance to keep busy as they cater to this desire to explore.

I. HIJACK

Already partially described, a hijack (the forcible capture of the vessel and its contents) may come from either inside or outside of the ship.

A) Internal

A hijack from inside assumes that the hijackers and their equipment are all aboard at the beginning of the scenario.

1) Players as crew - the players may or may not be issued weapons from the ship's locker, depending upon the level of surprise.

2) Players as passengers - The players will not be given weapons and, unless they have social standing A-F, they will be abandoned at any habitable planet (roll 1-4 on one die) or shot, and/or dumped into a vacuum (roll 5 or 6 on one die). If they have high social ranking, they will be ransomed.

3) Players as hijackers - Obviously this begins long before boarding. Either the players will be hired or, if piratical by nature, they may think of this themselves. Hints may be dropped as rumors in taverns.

4) Players as escort - Note Freebootery Denied

B) External

In an outside attack, a vessel manages to penetrate the escort screen by trickery, combat, or a fake escort forces itself alongside disgorging mutineers.

1) Players as crew - The players will always be armed and expected to fight. If victorious, it is likely that they will receive a bonus of 2000 credits.

2) Players as passengers - Recently discharged soldiers may be asked (roll 1-4 on one die) to assist in defending the liner carrying wounded. They will have no weapons. If the vessel is taken see (IA2) above.

3) Players as hijackers - This may be obvious, but remember, the players must beat back the escorts first.

4) Players as escort - This may be run either as a naval battle, or a boarding attempt may be made on the attacking vessel for hand to hand combat.

5) Orbitting a rebellious planet - A large shuttle, ostensibly of customs officials, will unload armed rebels intent on capturing the ship and passengers. Surprise will be complete.

II. BOMB ABOARD

Assume that either a nuclear device (roll 1-3 on one die) or a small explosive is placed in a critical area of the ship and booby trapped.

A) Players as crew - First the players must seach the ship. Once the bomb is found, a frantic rush is made to defuse it.

B) Players as passengers - The players will not be informed of what is occurring. Tell them about the hustling crew and the searches, and let them figure it out, or find out later.

C) Players as terrorists - The players may be hired to plant the bomb and set it to go off after the ship leaves for its next port. Unfortunately for the players, however, the bomb detonates while they are still aboard.

III. PLAGUE

A terrible disease, known as Rigelliat Snow Fever, has broken out aboard ship. Visable symptoms include; fever, slight cough progressing to hacking coughs, spitting-up blood, bluish skin discoloration, progressing to coma and death over a 36 hour period. With a 16% (roll 1 on one die) survival rate - roll endurance-4 or above to catch it. There is no known cure.

A) Players as crew - Since this disease will spread to the crew first, the players will check the first day to see if they have it. If not, they will act as nurses, regardless of their medic skill.

B) Players as passengers - By day two, the disease has spread to the passengers. The players, and other passengers, may be requested to take crew positions, if they have the requisite skills, for a full refund.

C) Players man quarantine vessels - The players let no one in or out of these ships until, and/or unless, a relief expedition arrives with a cure.

D) Players on Relief expedition - The players are hired to ferry medications to the KING RICHARD in quarantine orbit (cometary and distant) within the system.

IV LOST

Either through sabotage (roll I-3 on one die) or mishap (roll 4-6 on one die) the KING RICHARD misjumps, leaving escorts behind.

A) Players as crew - The players duty is to minimize the passengers' discomfort, and anger, while the bridge crew tries to find a way back.

B) Players as passengers - The players will not be told until the last possible moment of their plight. Rumors are running wild, generating the possibility of a mutiny.

C) Players aboard a search vessel - The KING RICHARD has been lost for over a month and PEL has been desperately hiring vessels to find her. Her condition may be perfect (roll I on one die), slightly damaged (roll 2-4 on one die), taken by mutineers (roll 5 on one die), or continuing to fight mutineers (roll 6 on one die).

D) Players accidentally found - Several months to years after the loss of the Richard, someone accidentally stumbles across the liner. There are a number of survivors aboard, so the ship is not available for salvage.

V CRASH

The KING RICHARD loses control and crashes into a heavenly body.

A) On an airless planet or planetoid.

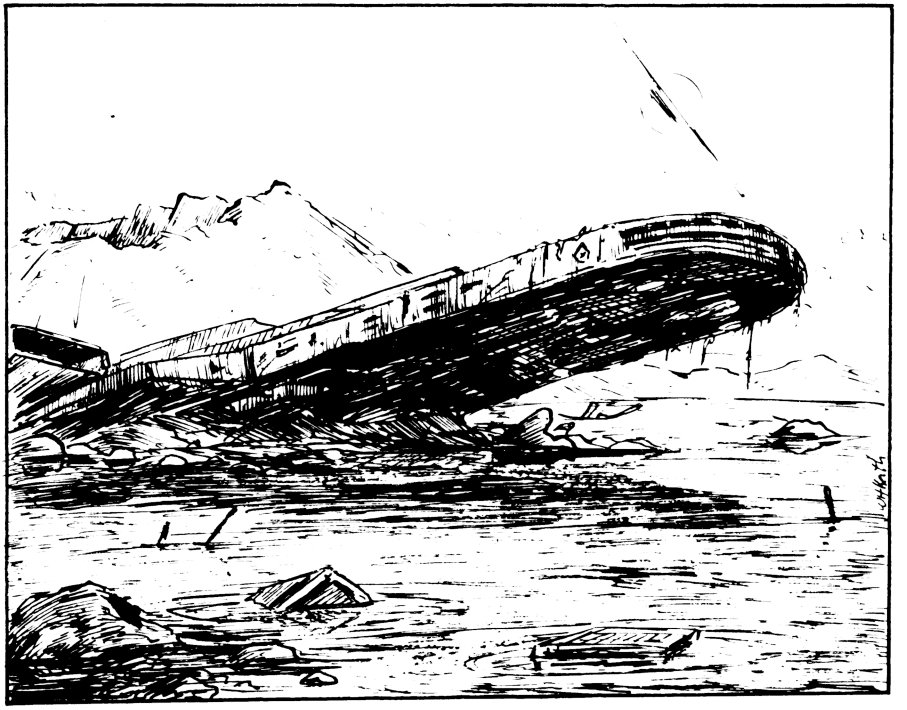
I) Players as crew - The players first duty is to their passengers ... Survival is an endurance roll with Vacc Suit or survival skills as a modifier.

2) Players as passengers - Available for the players use are emergency bubbles with air for twelve hours. Survival roll as above.

3) Players are aboard search vessel - The players will find the KING RICHARD on a planet or in an asteroid belt. Roll I or 2 on one die, with navigation skill of vessel navigator as modifier to increase the chance one-for-one. Survivors will be found, 200 plus or minus I-50.

4) Players accidentally find the KING RICHARD - There will be survivors as above.

5) Salvage - There are no survivors and so the whole ship, and its cargo, is open for looting.



B) The players crash on a planet with an atmosphere -The survival chances are the same as above, but Vacc Suit skill only counts on a planet blessed with a hostile atmosphere. To simulate the hazards of both burnout and crash, however, roll twice for survival. Otherwise, it is the same as above.

VI ROBBERY ABOARD

The robbery was obviously pulled off by a highly skilled person, considering the extent of shipboard security. There are several possible combinations of who stole the goods from whom;

1) A passenger steals from a crewmember
2) A passenger steals from a passenger
3) A passenger steals from a player
4) A player steals from a crewmember
5) A player steals from a passenger
6) A crewmember steals from a passenger
7) A crewmember steals from a player

The stolen item is of, or is thought to be of, great value, since the thief would not risk detection for anything else.

VII EQUIPMENT FAILURE ABOARD - BREAKDOWNS & BURNOUTS

A) Major problems - A failure of; life support systems, engines, computer, or the power plant

B) Minor problems - A failure of; doors, escalators, fountains, or toilets.

1) Players as crew - The players rush to fix any problem immediately.

2) Players as passengers - The players will be put through any resultant inconveniences (i.e. getting stuck in an elevator).

VIII CHEATING RING

Someone is attempting to break the bank in the casino, or at least to significantly depleat it.

A) Players as crew - Acting as croupiers, the players will try to detect and breakup the cheating gimmick and its masters.

B) Players as betters - The players will have to figure out their own new cheating rig, as the most basic and common ones have already been broken.

IX COLLISION

The KING RICHARD takes either major or minor damage after colliding with space debris or an escort ship.

A) Players as crew - The players must first assure the passengers' safety, and then repair the damage.

B) Players as passengers - The players, who may have been injured in the collision, must try to stay alive as vacuum fills deck after deck.

C) Players are aboard the escort involved - As above, the players must stay alive as the small ship falls apart, while the Richard is only damaged.

D) Players are aboard an uninvolved escort - The players come to the rescue, trying to save passengers and aid in repairs.

X ESPIONAGE

A Private surveillance and data gathering system is set up aboard the King Richard

A) Blackmail - The players may either set up, or be the targets of blackmail. with the various pleasure personnel aboard, many embarrassing situations can be created.

B) Sell to hostile organization - Similar to blackmail except that the players are acting only as collectors of information, not as blackmailers.

C) Found by players - The players discover the surveillance system and try, successfully, to figure out its significance.

D) Sought by players - Already aware that the surveillance system exists, through rumors or attempted blackmail, the players try to uncover the equipment.

E) Investigation - The players, for one reason or another, are surveying either one person, or monitoring the entire ship - e.g. a government official's wife hires them to keep an eye on him.

XI DIPLOMATIC MISSION

The KING RICHARD is the perfect vessel to ostentatiously transport diplomats for intersteller negotiations. Referees are urged to use the liner as such as part of the adventure 'Ordeal By Eshaar', also published by FASA.

XII UNKNOWN ALIEN VESSEL SIGHTING

The players accidentally run across an alien vessel either floating aimlessly through space, or orbitting a seemingly worthless world.

A) If the ship is abandoned;

I) Players investigate - The players are either already aboard, or will board one of the Richard's escorts to go investigate.

2) Players ignore it - It is seldom that an abandoned ship will be ignored, however, it is possible depending upon the ship's condition and the Richard's time constraints.

B) If the ship is active;

I) The players may attempt to contact the vessel, in which case, it is likely that they will accept the offer, and unlikely that they will refuse it.

2) The players may attack the vessel, in which case; it is likely that the ship will run, and unlikely that it will attempt to defend itself.

3) The players may run, in which case, it is likely that they will be ignored, and unlikely that the ship will give chase.

XIII MUTINY

There is a possibility that the crew is mistreated and finally decide to retaliate. This case is similar to a hijack.

A) Players as crew - Assuming mistreatment, the crew would be most likely to mutiny, since they have the motive and opportunity. The players will probably lead the ship to an independent world and sell it.

B) Players as passengers - The passengers are unlikely to mutiny, since they are pampered by the crew. However, should the players sense the mistreatment occurring, they may act to pursuade or join the crew in mutiny.

XIV GUIDES

The players may act as guides for passengers of the KING RICHARD when it visits their world. This is an easy way to introduce the vessel into any campaign.

XV ODDITIES

For no apparent reason, religious "freaks", with highly developed psionic powers, invade the ship and act in a totally random fashion. This may be fun, in a confusing way, for players as either crew or passengers.

AFTERWORD

As always it is the referees who can make what they will of these adventures. The KING RICHARD is very versatile, as can easily be seen, and its use should be memorable as long as the referee uses the most opulent descriptions of the liner's fittings and decor. Many hours of exciting gaming to you all.

Passenger Brochure

ISCV King Richard : Designed by Jordan Weisman
Text by Ross Babcock

ISCV: King Richard

RN - E421273 - 000000 - 00000 - 0 2200 MCr 5000 tons

Crew - 182	Cargo - 220	E.P. - 100
Staterooms - 188	Fuel - 1100	Agility - 1
Low Berths - 18	Passengers - 300	
Shuttles - 2	Note: There are 2 Model/7 computers on board.	

The KING RICHARD was built by PHOENIX ENTERPRISES LIMITED. PEL saw the need and possible uses for a large luxury liner and began construction in 1094. Four years later, after numerous space trials, she was completed and ready for delivery. From the beginning of her commercial operations, the KING RICHARD has been a success. As a gathering place for the rich and noble, as well as a luxurious vacation cruise for the lower class, the KING RICHARD has never sailed at less than 95% capacity. It is even rumored that the 2.2 billion credit construction cost was earned back in less than 5 years of operation. Adding to the mystique of the ship are the numerous incidents and affairs that have occurred during the past ten years of operations. In 1102 there was the murder of a famous holo-screen star by a jealous lover, and a year later the capture of the criminal Zack Crummley. These two incidents, and hundreds of others, make a cruise on the KING RICHARD the goal of fortune hunters, groupies, and numerous other unpredictable people. Regardless of this group of undesireables, the richest people in the Imperium still vie for staterooms on the ship.

Passage for a regular stateroom costs CR 50,000. This includes one jump period, or about 9 days of stay aboard the ship. The basic fee covers all normal expenses, including room upkeep, regular meals, use of ship's entertainment systems, and 1000 CR worth of casino chips. All other expenses such as special meals, parties, and gambling are extra. Persons of established credit and reputation are permitted credit throughout their stay aboard ship. Passengers desiring the same privileges as credited people usually deposit a large sum upon boarding, this permits them credit until that money is used up.

For special people, or the very rich, there are 8 stateroom suites. These special rooms have the normal sleeping compartment, along with a sitting room or parlor. Fares for these rooms range from CR 150,000 to CR 300,000. Passengers taking these rooms receive special services and care during their stay on board.

When passengers first arrive on the ship, a checking-in routine is followed. First, the passengers' thumb prints are registered with the ship's security computer. This allows the passenger entry to his stateroom and also allows the ship to keep track of the passengers, as all transactions on the ship are carried out with thumbprint checks. Next, any credit deposits are taken and recorded. The passenger is then introduced to his room steward. From here the passenger is free throughout the ship. He can go check his room, or the steward will take his baggage to the stateroom and stow it.

Included in the cost of traveling on the KING RICHARD is the entertainment. All shows and performances are seated on a first come, first served basis. Show times and features are posted throughout the ship and are normally repeated three times during the week-long jump period. Use of all the other ship's facilities are also on a first come first served basis. Dining is run as most everything else. The several dining areas serve different fares. The main dining area, located on the forward parts of Promenade deck, features the normal high class menu of Imperium favorites. Further aft on the Promenade deck is a fast food counter. On the main deck, the formal dining room caters to special parties and servings. These meals are ordered in advance, so that the ship can stock the desired foodstuffs, and there is an extra fee for such events. Also located throughout the ship are snack bars and lounges. The two lounges just off the airlock entrance also serve full meals. The only entertainment that has to be paid for is gambling.

Passengers play for chips that are usually cashed in at the end of the trip. The big winners and losers, and any frequent players, automatically have their ship credit balances updated every hour. The house runs a strictly honest game. Anyone trying to artificially enhance their chances, and there have been many, are usually spotted by the security staff or the experts kept on retainer by PEL. These famous gamblers travel at PEL's expense and watch for cheaters. It is not known how many or who all these men and women are, but the KING RICHARD'S house has never been broken and only once has an honest player been asked not to play at the unlimited table. This was the now famous Pierre Du'Lachourq who has since become a PEL agent and operative. The rules of the games played are universal and can be found in any established reference book.

Deck Descriptions

BRIDGE

The bridge of the KING RICHARD contains consoles for controlling the elaborate life support, entertainment, security and control systems on board. Manning for different operations is listed below:

Pre-jump & Orbit maneuvering: During these phases of ship operation all consoles are manned.

Jump Transit: There will be two deck officers standing watch at all times. One of these will be a pilot, the other will be one of the other specialized officers. Also standing continuous watches are two security officers. The watch rotation system is the standard 4 hours on and 8 hours off.

At any time, the Captain or the Navigator may be on the bridge. Security officers and other deck officers may also make random visits to the bridge deck. The Captain may escort visitors to the bridge and to his stateroom, which is located in the after section of the bridge deck. It is the largest private room on the ship and consists of a parlor-library and the sleeping chamber.

CREW DECK A

This deck contains the rooms for most of the non-vital crew. These triple occupancy rooms house a total of 96 people. In the forward part of the deck there is a small crew lounge. Communal wash facilities are located near the center of the deck. The single lift to the bridge deck is located in the aft section of the deck, while the lifts to Crew Deck B are located in the forward section of the deck.

CREW DECK B

Crew Deck B contains triple occupancy staterooms for 54 non-vital and other crew members. There are also 4 double occupancy rooms for officers and other ranking crew members. Located in the forward section of the deck are the ship's medical facilities. Included here are 18 low passage berths and two complete operating tables. Also included are 4 double occupancy hospital type rooms. Situated in the operating theater is a clinic with the standard diagnostic computer and pharmacy. Located midships is the crew's mess. Passengers are not permitted on this deck or any of the other upper decks without an official escort.

THEATER DECK

This deck is named for the 3 theaters located here. In the forward section of the deck there are 2 movie theaters, using huge LCD screens. The forward section seats 158 people, and the aft section seats 121 people. Located to the left and right of the entrance to the theaters are 2 snack bars and refreshment booths. Anything from light meals to liquor can be obtained here. In the aft section of the deck there is a live theater, where featured artists perform. The plush scarlet and gold decor and reclining contour are all designed to relax the patron and direct his attention to the main stage. Live shows follow a set schedule, with various holographic productions in between. In all theaters, there are continuous shows 24 hours a day. Also located on this deck are 31 regular staterooms and 6 of the suites. The suites consist of a parlor-sitting room and the regular sleeping chamber.

PROMENADE DECK

Located in the forward section of the Promenade Deck is the main dining area. Main meals are served here at all times of the day. Seating for 84 persons is scattered around the Promenade and in a small lounge. Also located in the lounge is a sitdown bar. Tables for dining, or just sitting, are placed along the perimeter of the deck. The central section of the deck is made up of assorted shops and offices. A list of the shops' specialities follows:

Shop 1: This is the tobacconist shop. Here can be found every fine herb, narcotic and otherwise, used and treasured by connoisseurs throughout the Imperium.

Shop 2: A CR 10,000,000 stock of fine jewels and jewelry is stored and displayed here. The shop specializes in rare and exotic gems from around the Imperium and surrounding space.

Shop 3: This shop carries fine foods and delicacies. As with all the shops on the KING RICHARD, a wide range of non perishable food stuffs is stocked.

Shop 4: Experience has shown that the variable gravity settings in the sleeping chambers is rough on sleeping wear. This shop carries a wide selection of replacements.

Shop 5: Located here is the ship's small flower shop. Restocked weekly after every jump and with fresh daily displays this shop manages to supply the large demand for flowers and floral displays.

Shop 6: Here is a small candy and nut shop. Small snacks and tidbits can be picked up here.

Shop 7: This shop displays the latest in Men's fashion. Although only a small stock is carried, there is an extensive holographic library of an even wider range of styles.

Shop 8: As Shop 7 caters to the men, Shop 8 does the same for the women. Because of rich women's penchant for spending credits, a much larger stock of goods is carried. The same holographic display facilities are also present.

Shop 9: Located here is the men's barber shop and hair dresser. Patrons must make appointments for any type of service.

Shop 10: The women's beauty salon is situated here. Any type of coiffure or other beauty service can be obtained here.
Shops 11 and 12: These two shops carry all of the standard, strange, and unique small gifts, curios, and nick-nacks.

Just aft of the Men's and Women's washrooms is a fast food counter. Food can be eaten at the stand-up counters, or outside at one of the tables on the Promenade. Next are 6 offices for the various services that the KING RICHARD provides. Arrangements for planetside tours, special parties or functions, or any other special event, can be made here. Promenade Deck Aft is the main passenger entrance to the KING RICHARD. On the starboard side is the airlock entrance and passenger check in area. The check-in room opens onto a spacious garden like area. Passage--ways forward lead to the Promenade. The passage aft leads to the Conservatory, a small lounge and gaming area, and one of the ship's dining rooms. The dining room can be reserved for special parties, but it is mostly used for regular meals. The conservatory is a spectacular arrangement of plants, bushes, and shrubs. There are numerous benches and hide-aways for private meetings of any type.

MAIN DECK

The forward section of the Main Deck contains the main casino. This is one of the plushest and most luxurious spaces on the KING RICHARD. The sunken deck and pit allow a high ceiling, which, combined with wide ports open to the starry voids of space, make for a spectacular effect. There are tables here for poker, blackjack, and other card games, roulette, craps, and backgammon. The stakes for the games in this room are the highest on the ship. Just aft of the casino is the formal dining room. Normally used for special dinners and parties, the finest of everything is used and served.
Leading aft are rows of regular staterooms. The largest number of passengers are housed on this deck. The aft section of the main deck contains the shuttle bays. In addition to the shuttle docking equipment and backup machinery, the ship's main storerooms and laundry facilities are situated here.

POOL DECK

This deck is named for the large swimming pool located at the forward end. The pool is a full 24 meters wide, with variable depths. There are shallow wading or lounging areas in the forward sections and deeper areas under the two diving boards. But perhaps the most spectacular aspect of the pool area is the foot bridge. It gracefully spans the pool from the lounging and dining area to the foreward gymnasium. The gymnasium is fully equipped for all types of popular sports and athletic activities. The whole pool area is bathed with soft ultra-violet light, in addition to normal lighting, to acquire a perfect tan. The after section of the deck contains 40 staterooms.

DULL DECK

This deck has been named Dull Deck as there are no entertainment or any other facilities on this deck. Aside from the 31 stateroom and 4 lifeboat bays the only other space on this deck is the Passenger Baggage storage area. This space can hold 220 tons of baggage or other material. Access to this area can only be gained with the aid of the passenger's room steward and a ship's officer.

ENGINE DECK

The engine deck of the KING RICHARD consists of 4 large fuel tanks forward, with the engines and machinery aft. Narrow passage-ways lead to the controlling consoles.

STATEROOMS

These spacious staterooms are furnished with antiques and relics from all of the known worlds. A typical room may have chairs from Semptura and the wardrobe carved by the famous woodcrafters of Laxhoult. Each room is also equipped with every modern technical contrivance, from variable gravity settings over the sleeping area, to wall screen views of any natural location or imaginary scene. The sleeping areas are large and comfortable with variable gravity settings from O'g to 2'G for the hearty. There are numerous safety interlocks to prevent accident or injury. All rooms are equipped with a personal entertainment system, which as full sensory capabilities, and a link to the inter-ship communications network. Modern personal conveniences include ultrasonic showers.

All rooms and spaces on the KING RICHARD are almost entirely sound proof. This allows extensive hall traffic, and other noise making activities possible without disturbing passengers in their rooms. The reverse is also true, noise inside a room will not be heard outside or in adjacent rooms.

Movement between decks is governed by a system of lifts. Each separate lift consists of an almost frictionless tube with access doors. The doors will open if there is someone standing in the activation field and there is an anti-grav disk at that level. The activation field comprises an area one meter away from the access door. Movement is made possible with the use of anti-gravity units. By using variable gravity within the tube a passenger standing on the disk either presses a button, or simply speaks the name of the level he wishes to travel to. The disk then travels there at the rate of one level every 10 seconds. The tubes are large enough for one person comfortably, two intimately, and three can squeeze in.

If through some disaster an area of the KING RICHARD becomes depressurized, automatic doors shut and segregate the ship. For persons in the affected area, survival depends upon the severity of the damage. The lifts will still operate between decks but will not open onto depressurized decks without special overrides that are only available to ship's personnel with the proper training and equipment.

SECURITY

Access to different parts of the KING RICHARD is based on security clearances. All persons on the ship have access to their personal rooms and selected spaces. The different clearances and their uses are listed below:

1 - Passengers: Only admission to their rooms.
2 - Worker: Admission to their work location. This clearance is normally held by maintenance men, cooks, and clean-up personnel.
3 - Stewards: Admission to the rooms under their care. This includes the selected passenger rooms, storerooms, and the kitchens.
4 - Shopkeeper: Admission to own shop and storerooms.
5 - Engineer level 3: Access to most machinery including elevators, pool equipment, door systems, and entertainment machinery. This excludes all power plants and drives.
6 - Engineer level 2: Access as level 3 with the addition of life support equipment and the shuttle systems.
7 - Engineer level 1: Complete access to all machinery on the ship including power plant and drives.
8 - Deck Officer: Direct access to the bridge and all ship's spaces dealing with the navigation and safety of the ship.
9 - Master: Access to all parts of the ship. This clearance is available only to the Captain, chief engineer, 1st Officer and selected PEL officials.

There are no keys or other mechanical identification devices on the KING RICHARD. All door locks have thumb print plates. Placement of a living thumb with the correct print will open the locked door. High security areas such as the bridge and engine room require complete hand prints. The first thing new passengers do when they check in, is register their prints with the master computer. The computer also has on file the prints of known criminals and other undesirables. Such people will be under surveillance during their stay on board. If, during the course of the trip, an unauthorized print is picked up by the computer, ship's personnel are sent to check the area. Throughout the ship, there are monitoring devices and call boxes linked with the ship's internal communications system. Any problem can be quickly taken care of or any disturbance localized with quick use of the system and prompt action by the crew.

CREW

Listed below is the crew and their respective security clearances:
1 - Captain - 9
1 - Navigator - 8
3 - Pilots - 8 - These men also pilot the shuttles
10 - Deck Officers - 8 - Normal watch standers
1 - Security Officer - 9
10 - Security Staff Members - 8 - 6 men stand 4/8 watches on the bridge. The other 4 have standard rounds and special tasks.
1 - Chief Medical Officer - 9

4 - Medical Assistants - 8
1 - Chief Engineer - 9
1 - First Assistant Engineer - 9
4 - Drive Engineers - 7
4 - Level 2 Engineers - 6
6 - Level 3 Engineers - 5
65 - Stewards - 3 - Room stewards
10 - Administrative personnel - 3,4 - This includes pursers, activity directors and others.
60 - Workers - 2 - Included in this section are hostesses, gaming table supervisors, and regular maintenance people. Some members of this group may have limited, higher level clearances.

The following emergency conditions exist on the KING RICHARD:

Green - normal procedures and operations.

Yellow - all passengers are to proceed to their rooms and stay there until further notice. Non-vital crew are to clear all passage-ways and then proceed to communication centers to reassure passengers, and make sure they stay in their rooms. Vital crew members go at once to their emergency stations and take care of any difficulties that present themselves, and follow the orders of their superiors.

Red - passengers proceed to their assigned lifeboats and await debarkation. Any passenger stopping for baggage or other material runs the risk of being left behind, as the lifeboats will not wait long and they will not be allowed to take any goods anyway. Non-vital crew proceed to their lifeboat stations and assist with passenger embarkation. Vital crew proceed to their emergency stations and don protective gear, including vacc suits. If the emergency cannot be taken care of and the ship has to be abandoned, all crew, except bridge personnel, proceed to their lifeboats and await the cast off signal. Bridge personnel make a complete deck by deck check for stragglers. As they pass each lifeboat, the cast-off signal is given.

It is estimated that it will take from 5 to 15 minutes to get the passengers into the lifeboats. From then on, the crew has virtually unlimited time to check and work on the ship. Once the abondonment order has been given, it will be another 15 to 20 minutes before all the life boats and cast off. This is of course assuming full crew complement and no excessive panic or damage. The crew is well trained with high morale, so unless there are very strange events or betrayal, the crew will do their part.

The KING RICHARD normally carries two shuttles. During jump and other travel they are docked in their bays. During excursions and loading operations they are fully operational and individually controlled. Although monitored from the bridge, the shuttles can do as they please. One shuttle is devoted to baggage, cargo, and supplies. The other shuttle is for carrying passengers.

LIFEBOATS

The King Richard carries 18 standard lifeboats Each lifeboat carries 3 conscious passengers and 20 people in low passage berths. Normal manning for lifeboats would be 1 lifeboat captain from the stewards department, 2 non-vital crew members, and 20 passengers. When the abandon ship signal is given, the 20 assigned passengers will be put in cold speep immediately. When everything is ready and sealed the lifeboat crew will wait for the final separation clearence from passing ship's officers. Entrance to the lifeboat is gained when any of the 3 ship's personnel gives the proper thumbprint. Admittance to the life boat can only be obtained by assigmnent. Passengers and crew who are not assigned will not gain entrance. In extreme emergencies when the ship's main computer is no longer functioning, local manual control is available.

DOCKING

There is only one passenger entrance on the King Richard. It is located on the Promenade Deck Aft. Local or ship's shuttles dock to a special airlock adapter. This device has one end mated to the King Richard's 6 meter entrance. The other end will mate to any standard airlock. This device creates the illusion of leaving the cramped quarters of the shuttle and entering the spacious luxury liner. Upon entrance the standard check-in procedure is followed.

MOVEMENT

There are several types of terrain on the King Richard. The normal deck is covered with a soft, durable carpet. Staterooms have a much thicker floor covering. It is quite possible to loose small objects in the carpeting of any stateroom. In addition there are shrubs, banks of chairs, and many different types of doors. Movement modifications depend on the miniature rules being used. General changes are listed below:

SHRUBS - triple normal movement

CHAIRS - i.e. rows of chairs as in the theaters - double normal movement

All Other Spaces - normal movement rates There are many other possible special cases. In most of them the referee must decide on the rates to be applied.

AIR DUCTS

Maps of the Air Ducts are on the Plan Views. These are supplied for the referee mainly because this information (as with the plans of the Bridge, Engine, and Crew decks) would not be available to the passengers. The air ducts are large enough for a man to crawl through. Because of the sound proofing not to much sound would be made by someone crawling through them. There are grills in every room and these can be pried off to gain access to the ducts or to the room. Going from one deck to another in the ducts is very difficult, because there are

no ladders. The ducts go vertical at the same locations as the lifts. It is safe to assume that the security team has veen burned before by someone using the air ducts, so they are aware of them.

TAMPERING WITH LIFE SUPPORT

The Life Support on the King Richard is very complex due to all the entertainment features. The Pool is an excellent example, if someone were to manage to get control of a Life Support console (which is not easy) they could make the pool into a boiling pit. Another unfortunate example might be doubling the gravity on the decks making getting around very hard, or raising the humidity in the conservetory so a dense fog or steady rain developes. These examples give an idea of how complex the running of the King Richard is and explaines why there are 2 model 7 computers to do it.

ESCORTS

In it's tour through the Imperium, the King Richard is never left unguarded. She is always escorted by at least 2 PEL heavily armed ships (i.e. the ISPMV: FENRIS). These ships might also carry extra supplies for the King Richard. In particulary rough neighborhoods the King Richard will usually be granted an Imperial escort in addition to it's normal PEL escort. Because of this protection other PEL ships will often join the King Richard's caravan. These ships would be ones with special rare cargos requiring protection.

With all this treasure in one place, the urge to attack is often too great for fool hardy pirates. Several times in the history of the King Richard, pirates have engaged the escorts in battle, in hope of thaking the prize. These attempts have always been repelled quickly and easily.

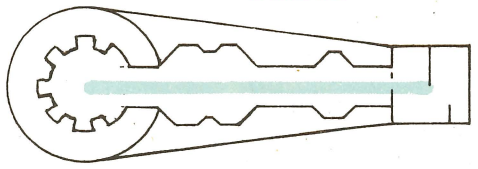
The passengers on the King Richard feel so secure in the ship, that during these skirmishes, they often gather at the huge windows and cheer. Occasionally, small wagers are placed on the survival of attacking and defending ships.

Action Aboard

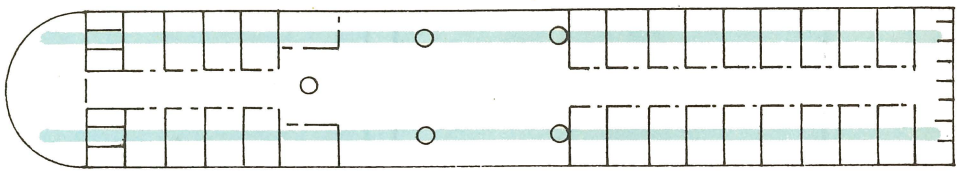
Carrying diplomats, rich citizens, and the most important people in the Imperium, the King Richard, a luxury liner of the first class, is bound to be the center and/or target of murder, assassination plots, theft, hijack, terrorism, kidnapping, and more.

Includes one sheet of deck plans, usable without the entire set of 15mm plans.

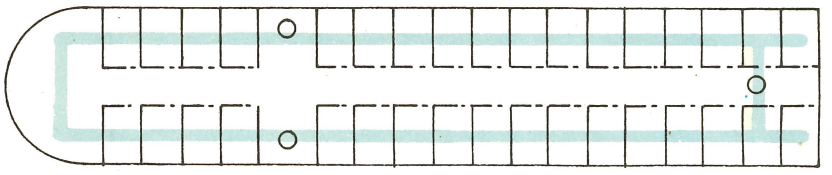
BRIDGE



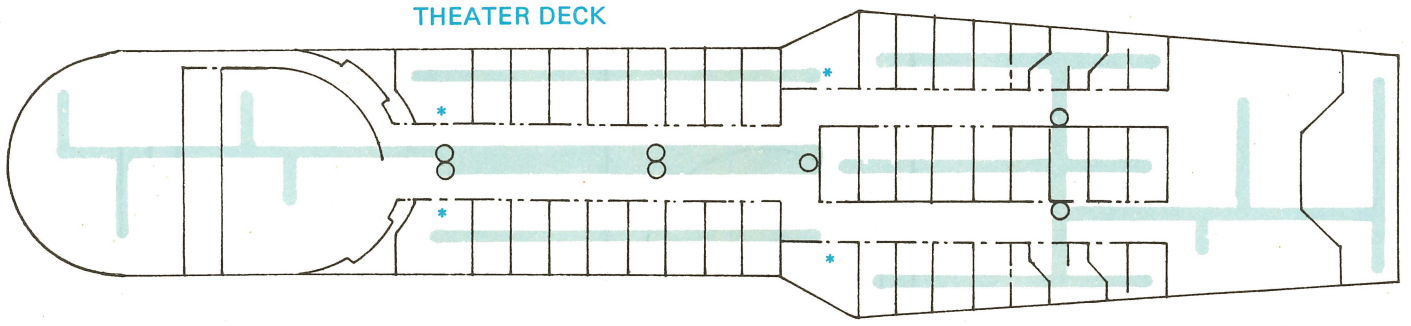
CREW DECK A



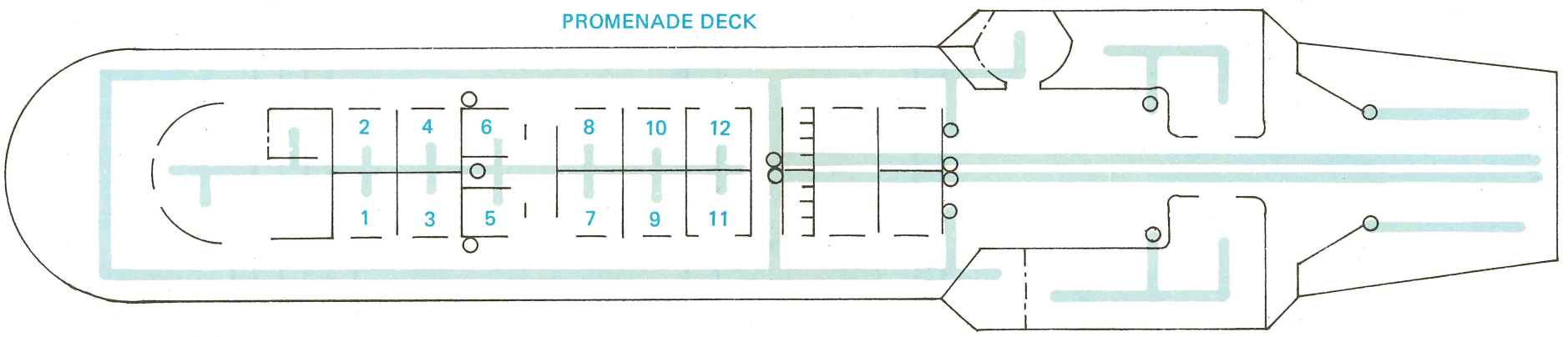
CREW DECK B



THEATER DECK

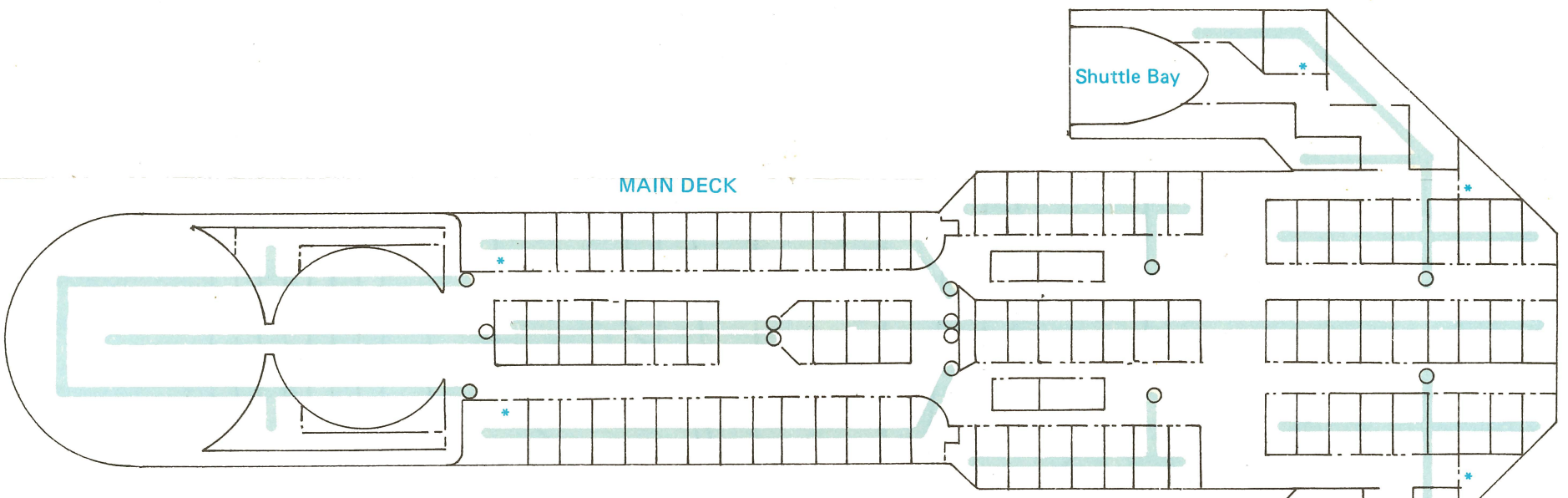


PROMENADE DECK

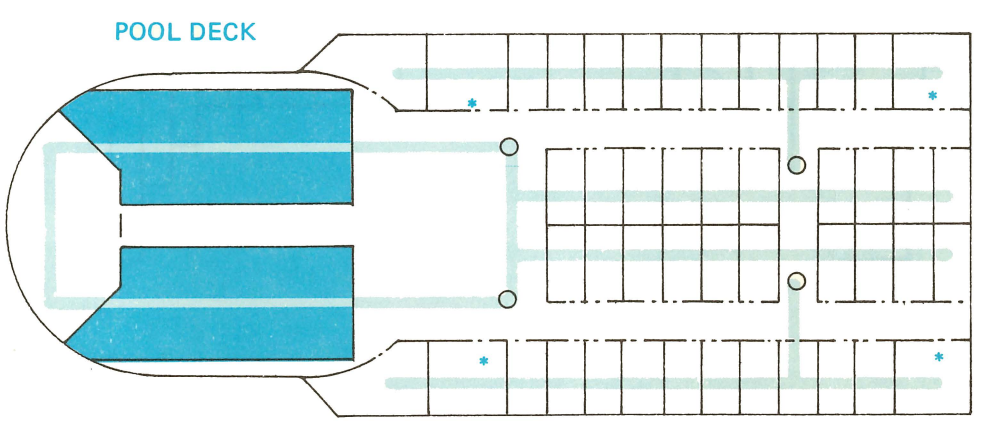


Shuttle Bay

MAIN DECK

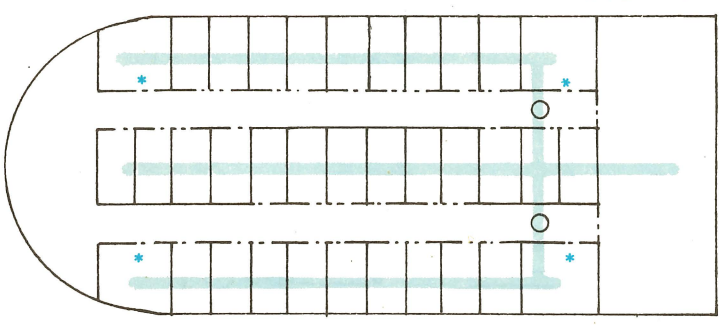


POOL DECK

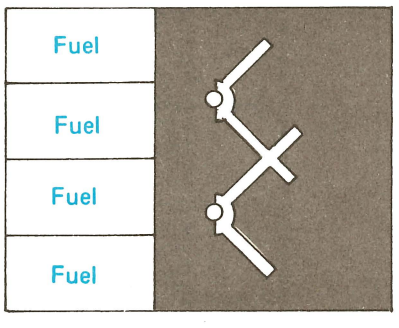


Shuttle Bay

DULL DECK



ENGINE DECK



○ Lifeboat

Air duct

* Elevator

1.5 6 12 meters
3 9 15

ISCV: King Richard

RN - E421273 - 000000 - 00000 - 0 2200 MCr 5000 tons

CREW - 182
STATEROOMS - 188
Low Berths - 18
Shuttles - 2

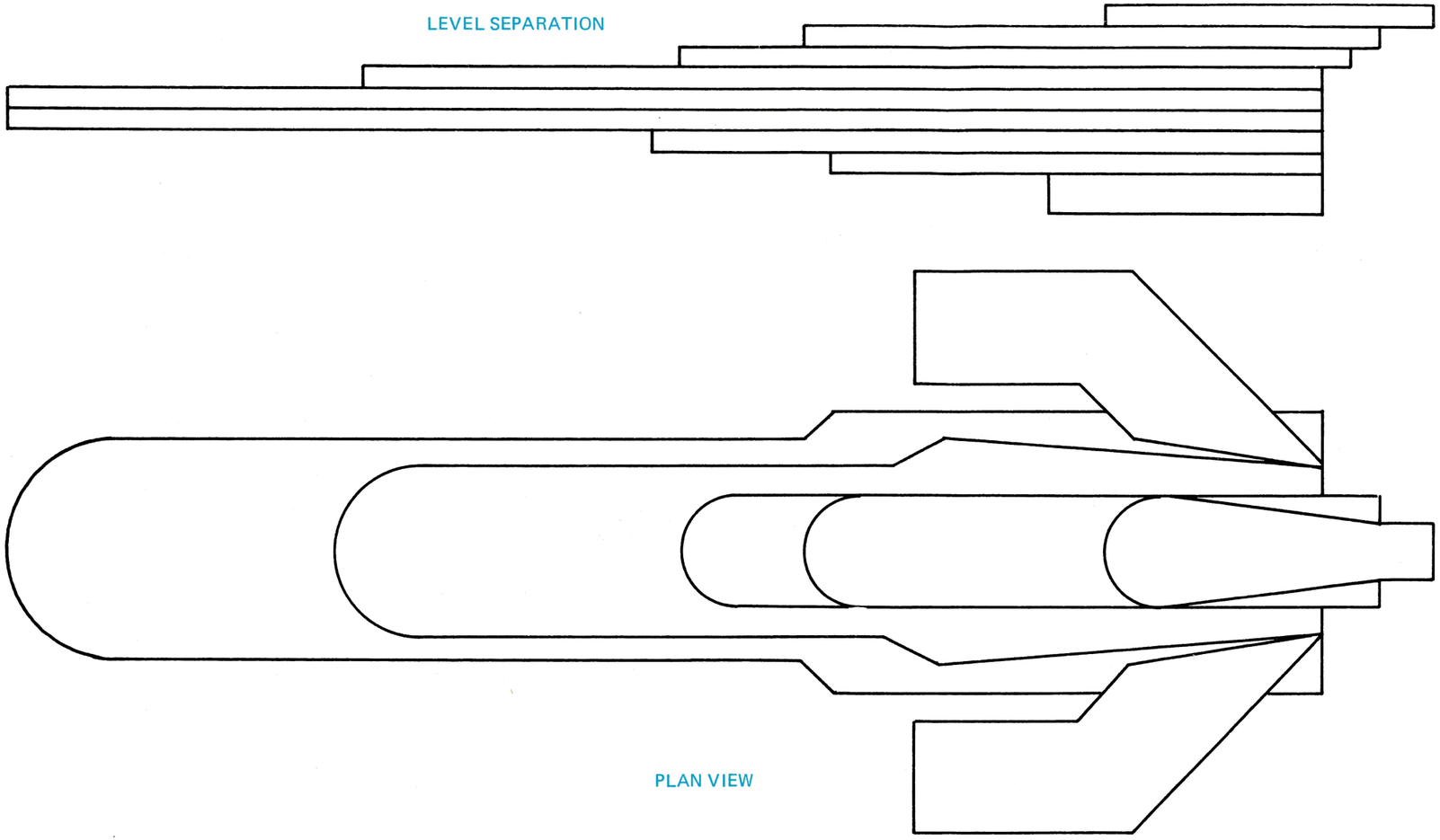
CARGO - 220 E.P. - 100
Fuel - 1100 Agility - 1
Passengers - 300

NOTE: There are 2 model/7 computers on board

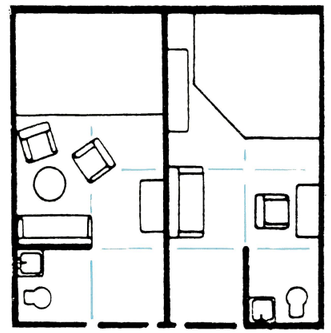
Copyright FASA 1981

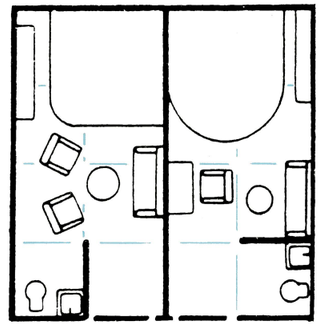
Drawn by Jordan Weisman

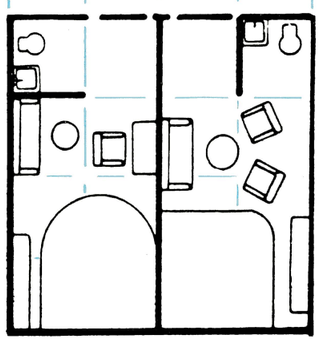
LEVEL SEPARATION



PLAN VIEW







Examples of staterooms in 15mm scale from King Richard deckplans. These rooms are located on Main Deck, middle section.

1.5 6 12
3 9 15
meters

Drawn by Ross Babcock